

# CITADEL MINIATURES



CATALOGUE



# CITADEL<sup>®</sup> MINIATURES

## CATALOGUE

### Section One

Compiled by Richard Helliwell and produced by the Games Workshop Design Studio

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## PRODUCT

Ref No.: 0727

ISBN: 1-872372-48-1

Product Code: 00727<sub>5</sub>

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Citadel Miniatures are not recommended for children under 14 years of age.

# INTRODUCTION

Welcome to the new Citadel Catalogue, a comprehensive listing of Citadel Miniature's range of plastic and metal models.

## Citadel Miniatures

Citadel Miniatures manufacture the largest range of metal and plastic gaming miniatures in the world. We make an extensive range of high-quality miniatures and model kits for collectors, modellers and gamers.

What's more, everybody involved with the design of one of our new miniatures is a keen gamer – from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniature are made *by gamers for gamers*. Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

But, up until now, there was no way to tell exactly what we made. The Citadel Catalogue is designed to change that. The two volumes you hold in your hands are the product of months and months of hard work. Now, for the first time, nearly all of our available miniatures have been compiled together into one place.

We have split the catalogue into two sections for a couple of reasons. The first is that by making the catalogue two volumes, we could separate the Warhammer 40,000 and Warhammer Fantasy miniatures. That way it will be even easier to find the model you want.

Second, at nearly 360 pages the Citadel Catalogue would be so huge if it were one book, that it would push the limits of the binding processes that our printers use. The weight of the pages alone would mean that heavy use would tend to weaken the book's spine and would cause the pages to drop out. As the catalogue will be referred to constantly, and take much more wear and tear than a normal book, we decided to split it into two sections to make it as durable as the printing and binding process allows.



JES GOODWIN

## Updating The Catalogue

Of course, while the catalogue was up-to-date when it went to be printed, this won't remain true for very long! As our designers are creating new miniatures at the rate of 3 or 4 a day the Citadel Catalogue will never be fully complete.

Therefore, new catalogue pages will appear each month in White Dwarf magazine, along with articles on collecting, painting, modelling and gaming with Citadel Miniatures. If you keep your catalogue in a box file as we suggest, you can then add the new pages to your collection as they appear in White Dwarf and keep them ready to hand. White Dwarf is available at all Games Workshop stores, from hobby shops and all good newsagents.

As a reference source for Citadel Miniatures the catalogue does everything we wanted – every single miniature is presented in all its glory. As a source to choose your wargame army, you'll find the catalogue is unparalleled.

As the catalogue contains an example of nearly every single model that we make, it is an invaluable aid to anyone who collects Citadel Miniatures. With it you can plan your purchases, and find exactly the right model for your army.

## How the Citadel Catalogue Works

To make it easy to find what you require, the Catalogue has been split up into two volumes: Warhammer 40,000 miniatures and Games Workshop Games are in the first volume, and Warhammer Fantasy Miniatures are in the second. Within these sections, the models or games are further split up into product and range. The Space Orks range, for instance, is a complete set of pages within the Warhammer 40,000 section, while all of the models for Mighty Empires are collected together in the Warhammer Fantasy section.

Each model within a range is illustrated at actual size (unless otherwise noted), so you can see exactly what the model looks like before you buy. Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need.

Many of our models now come with separate arms and weapons. Where possible we've illustrated these on the same page, or given examples of the completed models. The plastic arm and weapons which we haven't had room to show on the model's page, but that we have referred to in the model's description, are shown on page 112. The correct sprues will be included automatically when you buy the model.

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order if you are uncertain of your skill!



### How to Buy Citadel Miniatures

All of the models illustrated in the Catalogue are readily available throughout Games Workshop stores and good hobby shops.

The best way to buy Citadel Miniatures is to go to a Games Workshop or other hobby store and look at the racks of miniatures. That way you'll be able to examine the models closely and at first hand. Games Workshop staff, who are all gamers and collectors like you, will be more than happy to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop Store has a wide selection of painted models, and runs regular painting and modelling sessions for both beginners and experts.

### A Final Word

We've spent a very long time putting the catalogue together. At times we thought we'd never get it finished. Many months of hard work have gone into what we believe is the definitive collection of gaming miniatures in the world.

We're sure that the Citadel Catalogue will be an invaluable guide to every single Warhammer gamer, collector and modeller. We hope you agree.

### IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

#### THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

- Please do not put them in your mouth or lick them.
- Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to older children who you cannot trust not to suck them.

Citadel Miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue. For Citadel paints, brushes and glues see page 156.

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# WARHAMMER 40,000 CITADEL MINIATURES

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# MARINE COMMANDERS

THE COMPLETE LEMAN RUSS  
MODEL CONSISTS OF:  
1 x BACK BACK WOLF SKIN CLOAK  
1 x BANNER POLE  
1 x LEMAN RUSS  
1 x FREKI  
1 x GERI

IMPERIAL COMMANDERS  
Designed by Michael Perry with the Citadel Miniatures Design Team



LEMAN RUSS  
(SPACE WOLF COMMANDER)



FREKI  
070121/5



GERI  
070121/4



BANNER POLE  
070121/3



LEMAN RUSS  
070121/1



BACK PACK WOLF  
SKIN CLOAK  
070121/2

THE COMPLETE LORD MACRAGGE MODEL CONSISTS OF:  
1 x BOLTER ON STAND 1 x LORD MACRAGGE  
1 x SPACE MARINE HONOUR GUARD  
1 x CLOAK AND HELMET ON STAND  
1 x THRONE

THE SPACE MARINE HONOUR  
GUARD MODEL IS SUPPLIED  
WITH A SPACE MARINE BACK  
PACK AND BANNER SPRUE AS  
STANDARD



LORD MACRAGGE  
(ULTRA MARINE COMMANDER)



SPACE MARINE  
HONOUR GUARD  
070121/53



LORD MACRAGGE  
070121/54



CLOAK AND HELMET  
ON STAND  
070121/52



THRONE  
070121/55



BOLTER ON  
STAND  
070121/56

THE COMPLETE SPACE MARINE CAPTAIN MODELS CONSIST OF:  
1 x CAPTAIN 1 x BACK PACK CLOAK

## CAPTAINS

Designed by Jes Goodwin



SPACE WOLF CAPTAIN  
070268/4



DARK ANGEL CAPTAIN  
070268/5



ULTRA MARINE CAPTAIN  
070268/6



BACK PACK CLOAK  
070268/7



SPACE MARINE CAPTAIN  
WITH TERMINATOR HONOURS  
070268/1



BLOOD ANGEL CAPTAIN  
070268/3



VETERAN CAPTAIN  
070268/2

ALL THESE SPACE  
MARINE CAPTAINS  
ARE SHOWN WITH  
THE COMBINATION  
BACK PACK CLOAK

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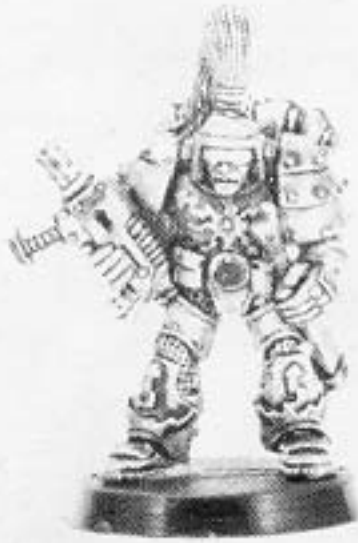


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# SPACE MARINE ARMOUR VARIANTS

Designed by Jes Goodwin with the Citadel Design Team



**THUNDER ARMOUR**  
(SPACE MARINE MARK 1)  
070270/9



**CRUSADE ARMOUR**  
(SPACE MARINE MARK 2)  
070270/8



**IRON ARMOUR**  
(SPACE MARINE MARK 3)  
070270/10



**IMPERIAL MAXIMUS ARMOUR**  
(SPACE MARINE MARK 4)  
070270/11



**HERESY ARMOUR**  
(SPACE MARINE MARK 5)  
070270/7



**CORVUS ARMOUR 1**  
(SPACE MARINE MARK 6)  
070270/6



**CORVUS ARMOUR 2**  
(SPACE MARINE MARK 6)  
070270/3



**ERRANT ARMOUR (SPACE MARINE MARK 8)**  
070380/1  
THIS MODEL IS SUPPLIED WITH A SPACE MARINE  
BOLTER AND BACK PACK SPRUE AS STANDARD



**ARTIFICER ARMOUR 1**  
070270/4



**ARTIFICER ARMOUR 2**  
070270/5



**ARTIFICER ARMOUR 3**  
070270/1



**ARTIFICER ARMOUR 4**  
070270/2

In the last 5000 years the design of Space Marine armour has evolved through many stages, from Mark 1 to the Mark 8. Many Chapters still use all the different types, with the early models regarded as the Chapters Heirlooms. These early armours, once worn by the Chapter's greatest heroes, have been embellished by the Chaplains Artificers, who create the Chapters equipment and honour badges. The following pages show Space Marines in one or other of the variant types of Armour

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD





# SPACE MARINES



CHAPLAIN WITH  
POWER SWORD  
070133/60



CHAPLAIN WITH CROZIUS  
AND BOLTER  
070133/59



CHAPLAIN WITH  
CROZIUS  
070133/61



CHAPLAIN WITH  
CHAINSWORD  
070133/57



CHAPLAIN WITH  
PLASMA PISTOL  
070133/62



CHAPLAIN WITH  
COMBI-WEAPON  
070133/58



TECH MARINE  
WITH TOOL BOX  
070133/74



TECH MARINE WITH  
POWERDRIVER  
070133/73



TECH MARINE WITH  
BOLT PISTOL  
070133/70



TECH MARINE WITH  
BLOW TORCH  
070133/69



TECH MARINE  
WITH WRENCH  
070133/72



TECH MARINE WITH  
ADJUSTABLE WRENCH  
070133/71



MEDIC WITH  
BOLT PISTOL  
070133/65



MEDIC WITH  
HAND FLAMER  
070133/67



MEDIC WITH  
BOLTER 1  
070133/64



MEDIC WITH  
PLASMA PISTOL  
070133/66



MEDIC WITH  
BOLTER 2  
070133/63



MEDIC WITH  
CARNIFEX  
070133/68



WOUNDED 1  
070106/12A



WOUNDED 2  
070106/12B

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE  
BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team



# SPACE MARINES



**POWER GLOVE  
AND BOLTER**  
070145/3



**PLASMA GUN 1**  
070145/18



**BOLTER 1**  
070145/14



**HOODED TABARD  
AND POWER SWORD**  
070145/17



**TERMINATOR HONOURS  
AND BOLTER 1**  
070145/6



**TERMINATOR HONOURS  
AND POWER GLOVE**  
070145/4



**TERMINATOR HONOURS  
AND BOLTER 2**  
070145/5



**CHAIN SWORD 1**  
070119/22



**LIBRARIAN AND TOME**  
070145/8



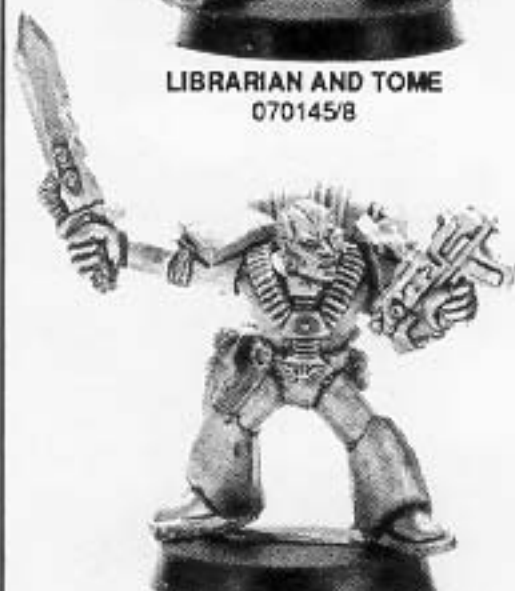
**LIBRARIAN AND SCROLL**  
070145/7



**LIBRARIAN AND 2 HANDED  
FORCE SWORD**  
070145/9



**BIONIC EYE  
AND BOLT PISTOL**  
070119/25



**CAPTAIN**  
070145/10



**LIEUTENANT COMMANDER**  
070145/11



**LIEUTENANT**  
070145/12



**FLAMER**  
070119/24



**POWER SWORD  
AND BOLT PISTOL**  
070119/23



**POWER SWORD**  
070119/26



**CHAIN SWORD  
AND BOLTER**  
070119/29

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**CITADEL  
MINIATURES**

Designed by the Citadel Design Team with Aly Morrison

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE  
BACK PACK AND BANNER SPRUE AS STANDARD



# SPACE MARINES



**LAS CANNON 1**  
070121/43



**BOLTER 2**  
070121/39



**BOLT PISTOL AND  
CHAIN SWORD**  
070121/38



**LAS CANNON 2**  
070121/37



**BOLTER 3**  
070121/44



**BOLTER 4**  
070121/41



**BOLTER 5**  
070121/42



**BIONIC EYE  
AND POWER GLOVE**  
070121/40



**HAND FLAMER AND  
HEAVY PLASMA GUN**  
070121/51



**BOLTER 6**  
070121/49



**PLASMA GUN 2**  
070121/50



**BOLTER 7**  
070121/45



**POWER AXE 1**  
070119/32



**POWER GLOVE  
AND BOLT PISTOL**  
070119/33



**CHAIN SWORD 2**  
070119/36



**POWER SWORD  
AND BOLTER**  
070119/31



**BOLTER 8**  
070119/21



**POWER GLOVE**  
070119/20



**POWER AXE 2**  
070119/34



**BIONIC ARM AND  
CHAIN SWORD**  
070119/35

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE  
BACK PACK AND BANNER SPRUE AS STANDARD

Designed by Aly Morrison with the Citadel Design Team



# SPACE MARINES



**BOLTER 9**  
070106/5



**BOLTER 10**  
070106/2



**BOLTER 11**  
070106/10



**MELTA GUN**  
070106/17



**BOLTER 12**  
070106/7



**BOLTER AND  
SENSOR**  
070106/6



**BIONIC EYES  
AND BOLTER**  
070106/4



**BOLTER 13**  
070106/3



**SHURIKEN  
CATAPULT**  
070106/18



**SENSOR**  
070145/2



**AUTOGUN**  
070106/16



**NEEDLE GUN**  
070106/15



**PLASMA GUN 3**  
070106/14



**BOLTER 14**  
070106/8



**POWER GLOVES**  
070145/15



**BOLTER AND  
FACE MASK**  
070106/11



**BIONIC EYE  
AND ARM**  
070119/27



**BOLT PISTOL**  
070119/28



**POWER SWORD  
AND SENSOR 1**  
070119/30



**HAND FLAMER  
AND BOLT PISTOL**  
070119/19

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ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE  
BACK PACK AND BANNER SPRUE AS STANDARD





# SPACE MARINE HEAVY WEAPONS

ALL OF THESE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team with Aly Morrison



SPACE MARINE ARMED WITH MULTI MELTA AND BOLT PISTOL  
070121/47



SPACE MARINE ARMED WITH HEAVY BOLTER  
070121/48



SPACE MARINE ARMED WITH MULTI MELTA  
070121/46



MULTI MELTA GUNNER  
072129/26

TRIPOD MOUNTED MULTI MELTA  
072129/27

TRIPOD  
072129/28

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK.

## GUNNERS



GUNNER 1  
072129/21



GUNNER 2  
072129/23



GUNNER 3  
072129/20



GUNNER 4 WITH POWER GLOVE  
072129/25

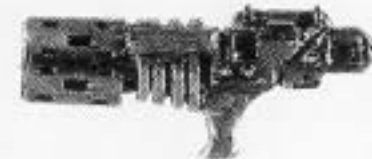


GUNNER 5  
072129/24



GUNNER 6  
072129/22

## WEAPONS



MULTI MELTA  
072129/13



CONVERSION BEAMER  
072129/15



HEAVY BOLTER  
072129/14



LAS CANNON  
072129/12

## EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS



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# SPACE MARINE STRIKE FORCE

EXAMPLE SPACE MARINE STRIKE FORCE.  
BANNERS NOT INCLUDED



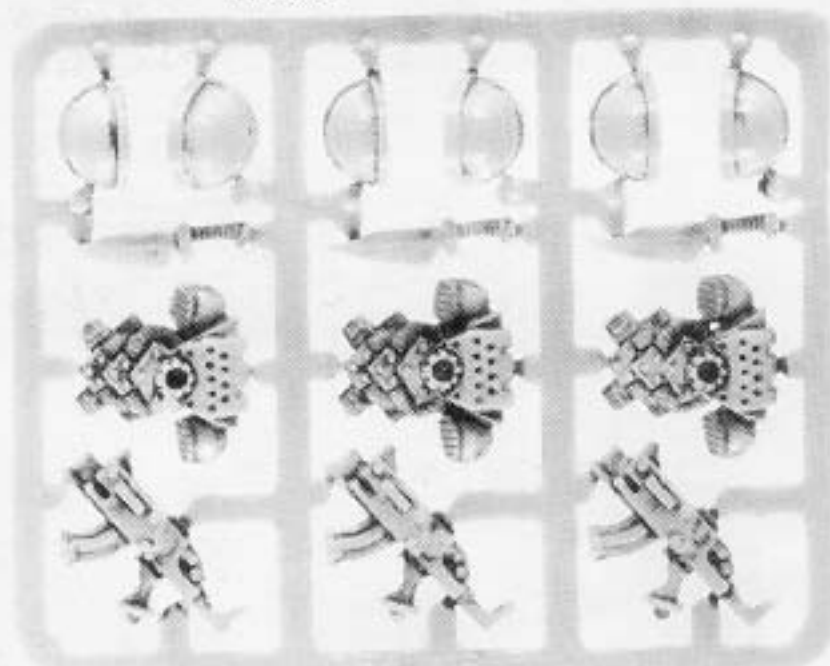
STRIKE FORCE  
SPACE MARINE 1  
RTB15/1



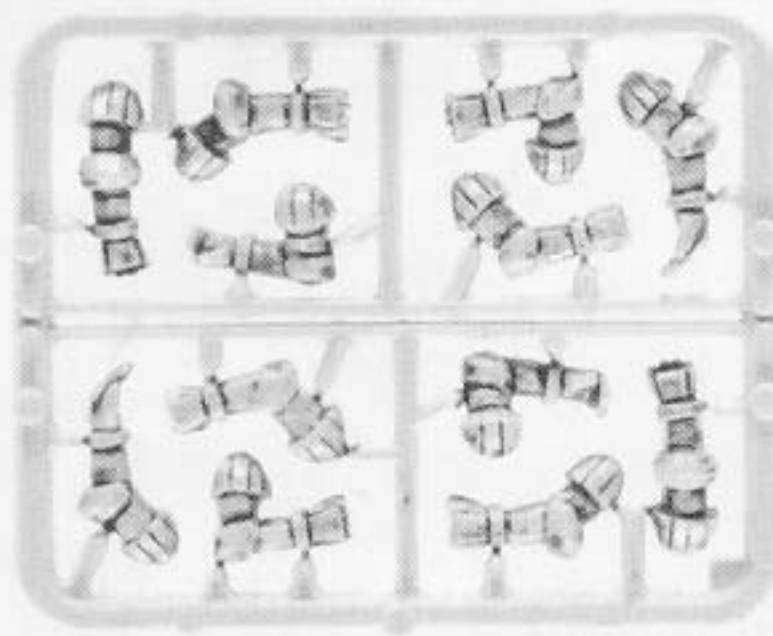
STRIKE FORCE  
SPACE MARINE 2  
RTB15/2



STRIKE FORCE  
SPACE MARINE 3  
RTB15/3



SPACE MARINE BOLTER AND BACK PACK SPRUE  
101532



SPACE MARINE ARM SPRUE  
103004

Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as *Armorum Impetor* or *Eagle* armour. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.



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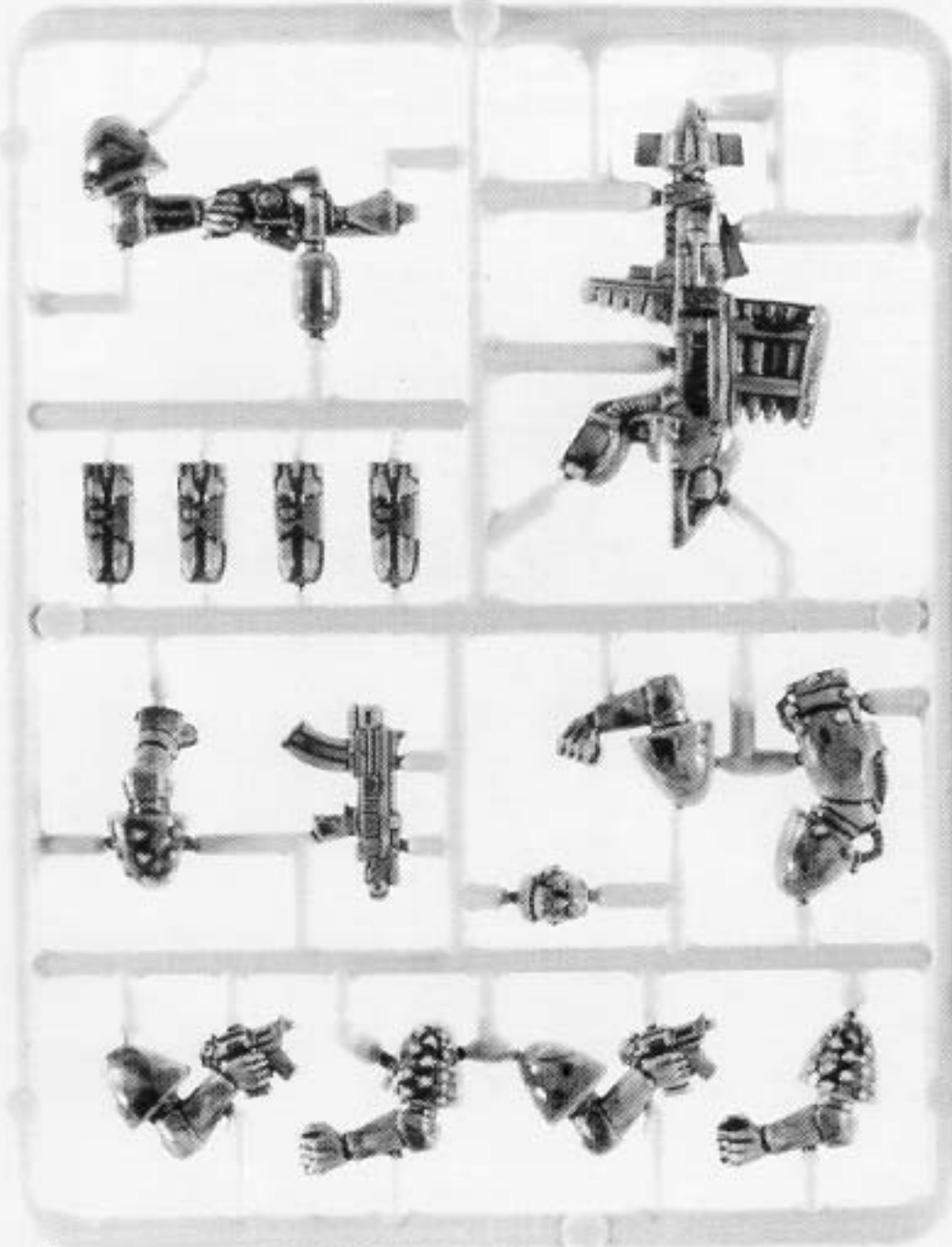
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Designed by Jes Goodwin



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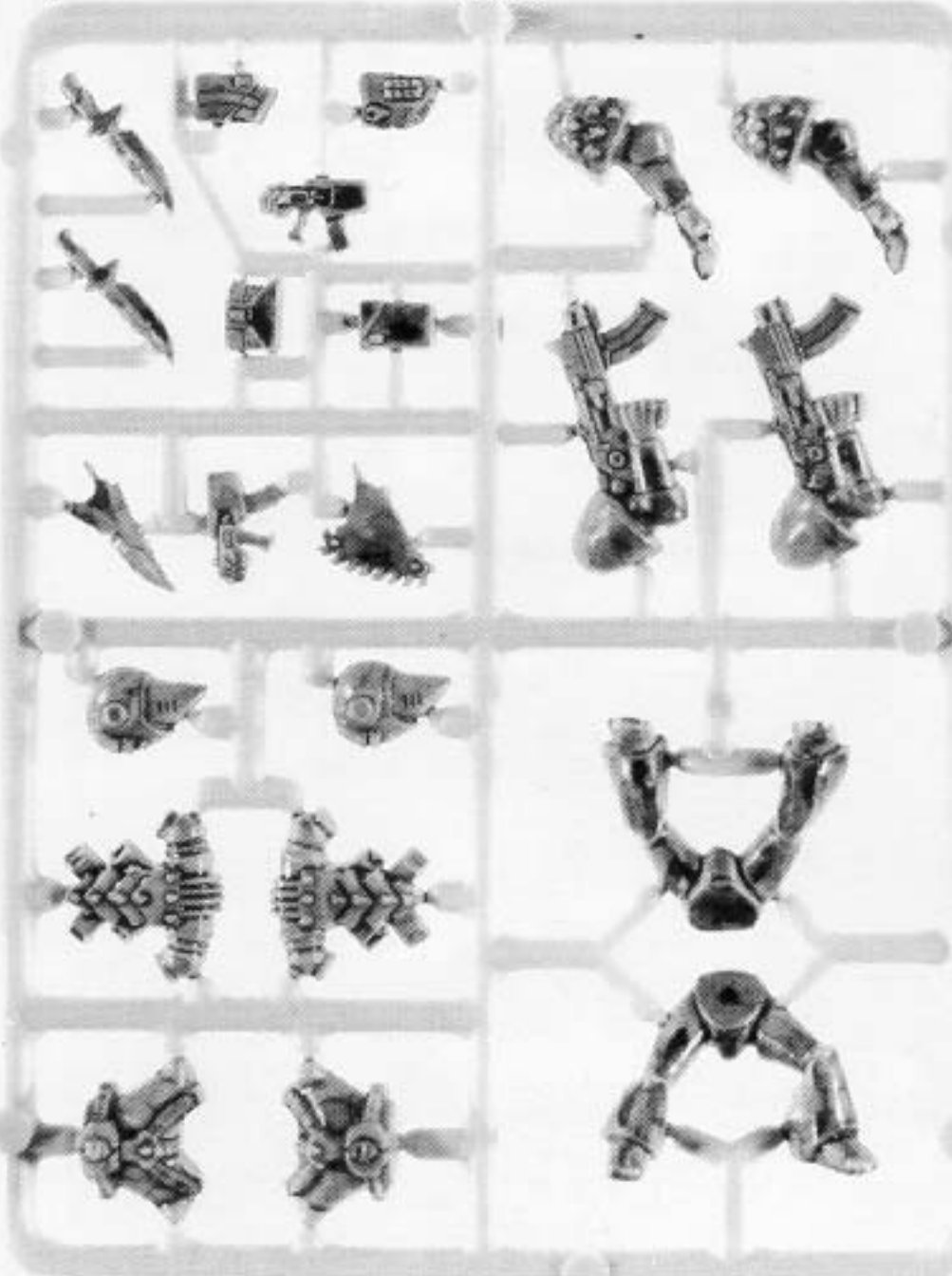


SPACE MARINE HEAVY WEAPONS SPRUE  
RTB01/C



EXAMPLE IMPERIAL SPACE MARINES

This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamer, as well as personality models. Each box set contains 9 Space Marines with bolters sprue, 6 Space Marines with close combat sprues and 2 Space Marine heavy weapon sprue



SPACE MARINES WITH BOLTERS SPRUE  
RTB01/A



SPACE MARINE CLOSE COMBAT WEAPONS SPRUE  
RTB01/B

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MINIATURES

Designed by the Citadel Design Team



# TERMINATORS

## BODIES



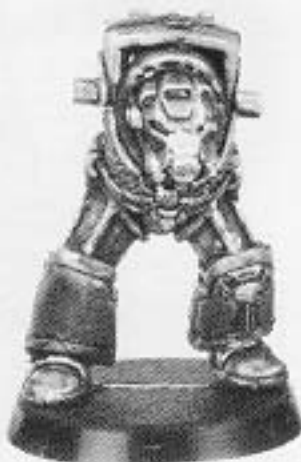
CAPTAIN  
RTB9/7



LIBRARIAN  
RTB/6



MARINE 1  
RTB9/5



MARINE 2  
RTB9/4



MARINE 3  
RTB9/3

EACH COMPLETE  
TERMINATOR  
CONSISTS OF:  
1 x BODY  
1 x LEFT ARM  
1 x RIGHT ARM  
1 x SHIELD  
PLEASE STATE WHICH  
ITEMS YOU REQUIRE  
WHEN ORDERING

## RIGHT ARMS



STORM BOLTER  
RTB9/1



STORM BOLTER 2  
RTB9/10



ASSAULT CANNON  
(WILL TAKE SHIELD)  
RTB9/8



HEAVY FLAMER  
RTB9/9

## THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:

- |                |                                |
|----------------|--------------------------------|
| 1 x CAPTAIN    | 1 x FORCE AXE                  |
| 1 x LIBRARIAN  | 1 x SERGEANT'S POWER SWORD ARM |
| 2 x MARINE 1   | 1 x CAPTAIN'S POWER FIST       |
| 2 x MARINE 2   | 3 x STORM BOLTER 1             |
| 2 x MARINE 3   | 3 x STORM BOLTER 2             |
| 1 x SHIELD 2   | 1 x HEAVY FLAMER               |
| 2 x SHIELD 3   | 1 x POWER FIST                 |
| 1 x CHAIN FIST | 1 x ASSAULT CANNON             |



## LEFT ARMS



POWER FIST  
RTB9/2



FORCE AXE  
(WILL TAKE SHIELD)  
RTB9/13



CHAINFIST  
RTB9/11



CAPTAIN'S POWER FIST  
WITH GRENADE LAUNCHER  
RTB9/12

SERGEANT'S POWER SWORD ARM  
(WILL TAKE SHIELD)  
RTB9/14



## SHIELDS



SHIELD 1  
070243/13



SHIELD 2  
RTB9/15



SHIELD 3  
RTB9/16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

Designed by Jes Goodwin



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# TERMINATORS

## CYCLONE TERMINATOR



CYCLONE  
070204/5



MISSILE TARGETER ARM  
070204/6

THE COMPLETE CYCLONE  
TERMINATOR CONSISTS OF:  
1 x CYCLONE BODY  
1 x MISSILE TARGETER ARM  
1 x RIGHT ARM  
PLEASE STATE WHICH  
RIGHT ARM YOU REQUIRE  
WHEN ORDERING

### RIGHT ARMS



STORM BOLTER  
RTB9/1



STORM BOLTER 2  
RTB9/10

## CLOSE COMBAT TERMINATORS



CLOSE COMBAT  
070204/12



RIGHT LIGHTNING CLAW  
070204/13



LEFT LIGHTNING CLAW  
070204/14

THE COMPLETE LIGHTNING CLAW TERMINATOR CONSISTS OF:  
1 x CLOSE COMBAT BODY  
1 x RIGHT LIGHTNING CLAW  
1 x LEFT LIGHTNING CLAW



THUNDER HAMMER  
070204/15



SHIELD MOUNT ARM  
070204/16



STORM SHIELD 1  
070204/24



STORM SHIELD 2  
070204/17

THE COMPLETE THUNDER HAMMER AND STORM SHIELD  
TERMINATOR CONSISTS OF:  
1 x CLOSE COMBAT BODY  
1 x THUNDER HAMMER  
1 x SHIELD MOUNT ARM  
1 x STORM SHIELD  
PLEASE STATE WHICH STORM SHIELD YOU REQUIRE  
WHEN ORDERING

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN  
ON PAGES 16, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED LIGHTNING CLAW, THUNDER HAMMER AND STORM SHIELD AND CYCLONE TERMINATOR MODELS





# TERMINATORS

## GREY KNIGHT TERMINATORS



GREY KNIGHT 1  
070204/2



GREY KNIGHT 2  
070243/5



GREY KNIGHT 3  
070243/6

EACH COMPLETE GREY KNIGHT  
TERMINATOR CONSISTS OF:  
1 x GREY KNIGHT BODY  
1 x GREY KNIGHT LEFT ARM  
1 x GREY KNIGHT RIGHT ARM  
1 x NEMESIS FORCE WEAPON  
1 x SHIELD  
PLEASE STATE WHICH  
ARMS, SHIELD AND NEMESIS  
FORCE WEAPON YOU REQUIRE  
WHEN ORDERING

## NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD  
070204/4



NEMESIS FORCE GREAT SWORD  
070243/11

## GREY KNIGHT RIGHT ARMS



GREY KNIGHT  
RIGHT ARM 1  
070204/1



GREY KNIGHT  
RIGHT ARM 2  
070243/7



GREY KNIGHT  
RIGHT ARM 3  
070243/8

## GREY KNIGHT LEFT ARMS



GREY KNIGHT  
LEFT ARM 1  
070204/3



GREY KNIGHT  
LEFT ARM 2  
(WILL TAKE SHIELD)  
070243/9



GREY KNIGHT  
LEFT ARM 3  
(WILL TAKE SHIELD)  
070243/10

## SHIELDS



SHIELD 1  
070243/13



SHIELD 2  
RTB9/15



SHIELD 3  
RTB9/16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

## EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS



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# TERMINATORS

## TRAITOR TERMINATORS

### TRAITOR RIGHT ARMS



TRAITOR 1  
070204/10



TRAITOR 2  
070204/8



TRAITOR CAPTAIN  
070243/3

EACH COMPLETE  
TRAITOR  
TERMINATOR  
CONSISTS OF:  
1 x TRAITOR BODY  
1 x TRAITOR LEFT ARM  
1 x TRAITOR RIGHT ARM  
PLEASE STATE  
WHICH ARMS  
YOU REQUIRE  
WHEN ORDERING



TRAITOR STORM BOLTER 1  
070243/2



TRAITOR STORM BOLTER 2  
070204/7

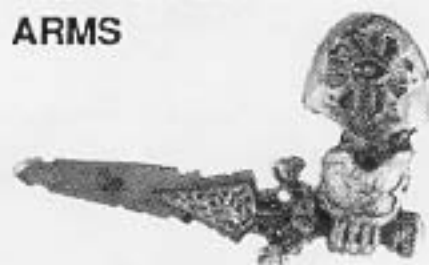


TRAITOR ASSAULT CANNON  
070243/1



TRAITOR HEAVY FLAMER  
070243/15

### TRAITOR LEFT ARMS



DAEMON SWORD  
070243/4



TRAITOR POWER SWORD  
070243/14



TRAITOR POWER FIST  
070204/9



TRAITOR CHAIN FIST  
070204/11

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

## INQUISITOR TERMINATORS



DAEMON HUNTER  
070204/22



INQUISITOR  
070204/19



COMBI-WEAPON ARM  
070204/18

INQUISITOR POWER FIST  
WITH DIGITAL WEAPONS  
070204/20



PSYCANNON ARM  
070204/21

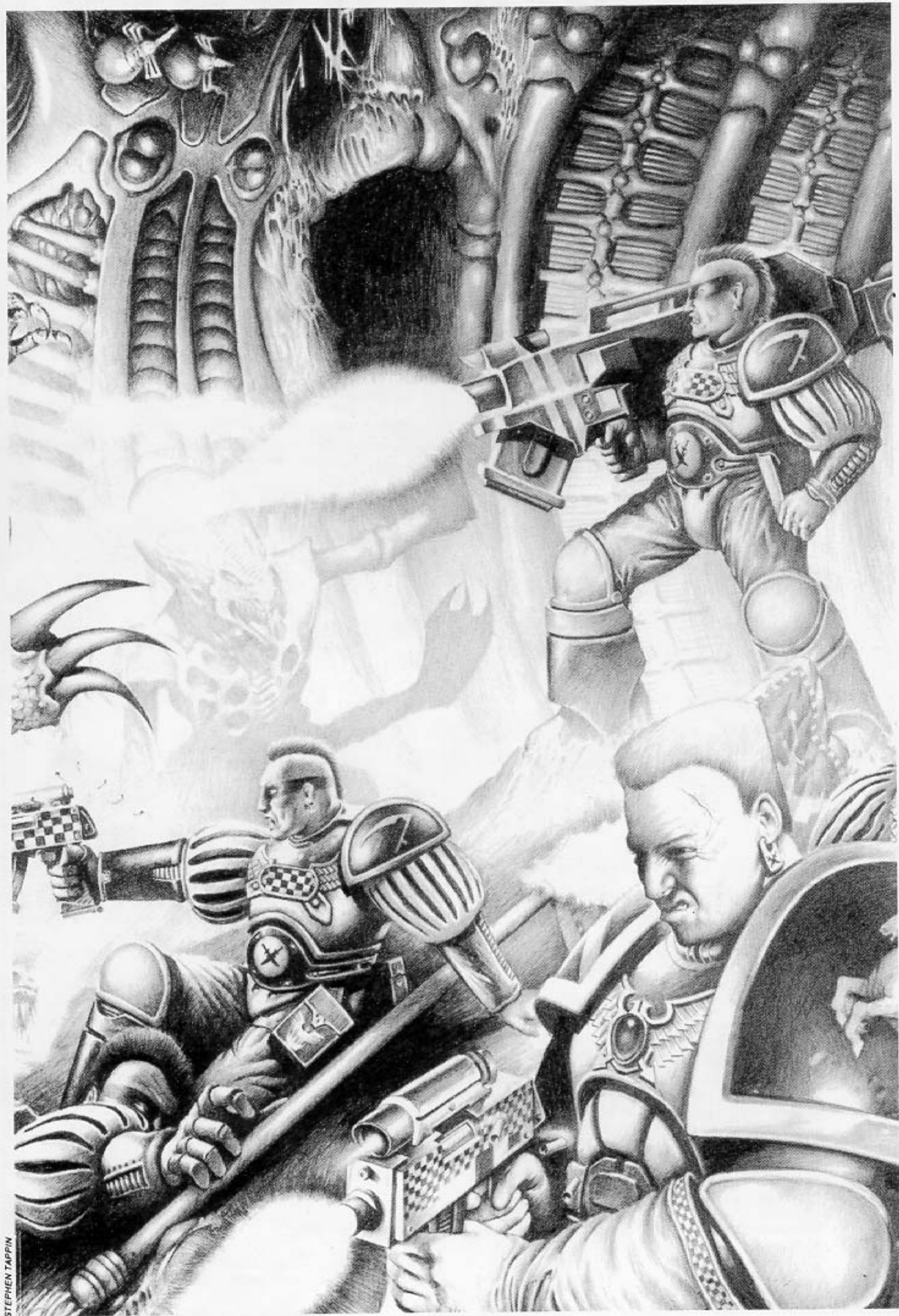


FORCE ROD ARM  
070204/23

EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF:  
1 x INQUISITOR BODY  
1 x COMBI-WEAPON ARM OR PSYCANNON ARM  
1 x INQUISITOR POWER FIST OR FORCE ROD ARM  
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING







STEPHEN TAPPIN



# MARINE SCOUTS

Designed by the Citadel Design Team



**BOLTER AND HORNED  
SHOULDER PAD**  
070295/5



**SHURIKEN CATAPULT  
AND BIONIC EYE**  
070295/4



**BOLT PISTOL AND  
COMBAT KNIFE 1**  
070295/10



**LAS GUN AND  
PUNCH DAGGER**  
070295/6



**BOLTER 1**  
070295/11



**BOLT PISTOL AND  
COMBAT KNIFE 2**  
070295/12



**BOLT PISTOLS**  
070295/9



**BOLTER 2**  
070295/8



**BOLT PISTOL AND  
COMBAT KNIFE 3**  
070295/1



**BOLT PISTOL AND  
COMBAT KNIFE 4**  
070295/3



**BOLT PISTOL AND  
COMBAT KNIFE 5**  
070295/2



**BOLT PISTOL**  
070295/13

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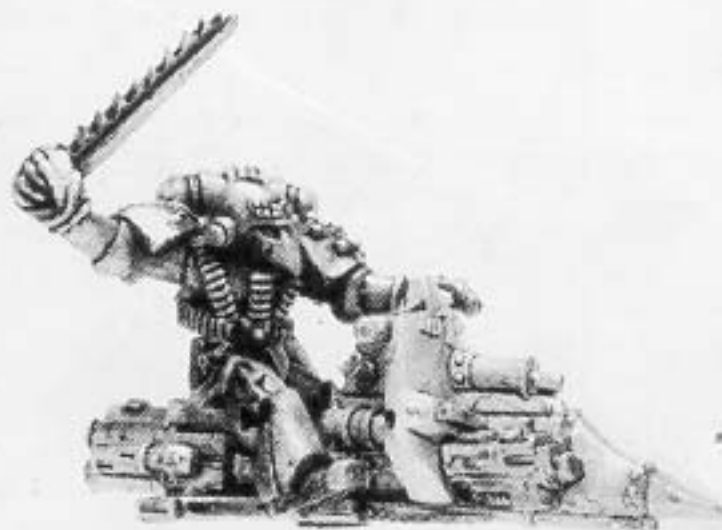
# MARINES ON BIKES

THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF:

1 x JET BIKE FAIRING  
1 x STABILIZER FIN  
1 x RIDERS BODY

1 x JET ENGINE  
1 x RIDERS LEGS

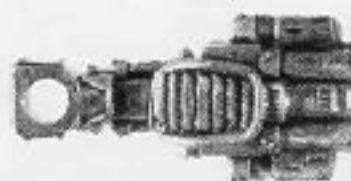
PLEASE STATE WHICH RIDERS BODY AND LEGS YOU REQUIRE WHEN ORDERING



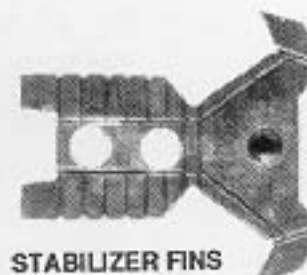
THIS IS A EXAMPLE OF A COMPLETED JET BIKE WITH SPACE MARINE RIDER



JET BIKE FAIRING WITH TWIN BOLTER MOUNTS  
072060/17



JET ENGINE  
072060/18



STABILIZER FINS  
072060/19

## SPACE MARINE RIDERS

ALL OF THESE MODELS WILL FIT ON THE JET BIKE AND THE BIKE. THESE MODELS ARE ALSO SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER POLE SPRUE AS STANDARD



LEGS 1  
070160/6



LEGS 2  
070160/20



CHAPLAIN LEGS 1  
070160/11



CHAPLAIN LEGS 2  
070160/8



MEDIC AND CHAIN SWORD  
070160/12



TECHMARINE AND BOLT PISTOL  
070160/15



MARINE AND SCANNER  
070160/14



CHAPLAIN AND CROZIUS  
070160/10



TECHMARINE AND WRENCH  
070160/13



MARINE AND BOLT PISTOL  
070160/16



MARINE AND BOLTER  
070160/9



CHAPLAIN AND DEVOTION BANNER  
070160/7



BIKE WITH TWIN BOLTER MOUNTS  
072060/1



BIKE FAIRING 1  
072060/2A



BIKE FAIRING 2  
072060/2B



SIDECAR MULTI MELTA  
070160/4



SIDE CAR SEAT  
070160/5



THE COMPLETE BIKE WITH SPACE MARINE RIDERS CONSISTS OF:

1 x BIKE  
1 x SIDE CAR CHASSIS  
1 x SIDECAR SEAT  
1 x SIDECAR MULTI MELTA  
1 x BIKE FAIRING  
2 x RIDERS BODIES  
2 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODIES AND BIKE FAIRING YOU REQUIRE WHEN ORDERING



SIDECAR CHASSIS  
070160/3

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Designed by Alan Perry with the Citadel Design Team



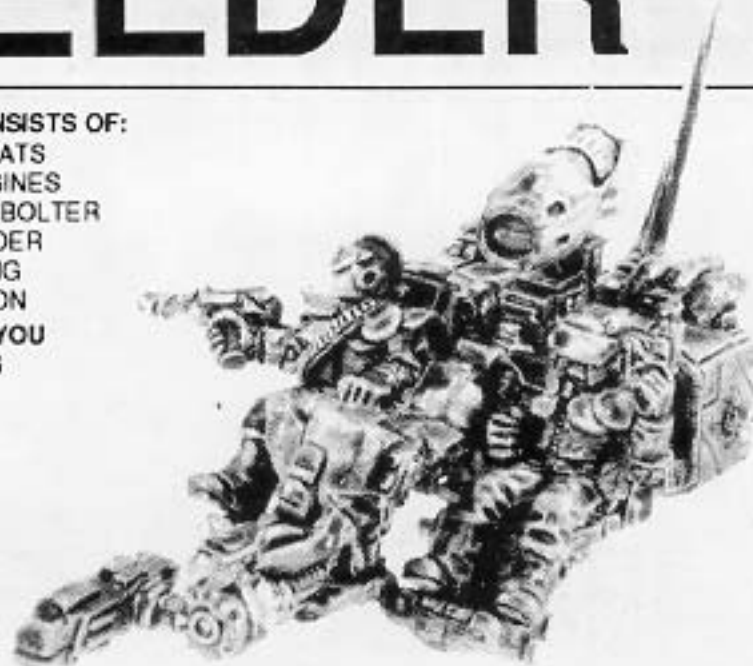
# LAND SPEEDER

THE COMPLETE LAND SPEEDER CONSISTS OF:

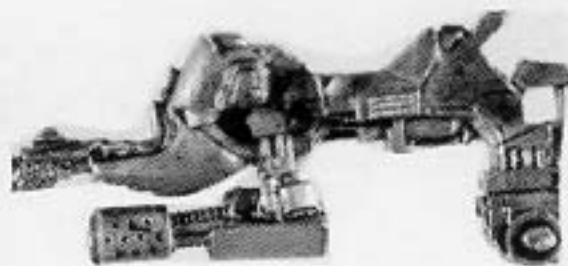
- |                           |                  |
|---------------------------|------------------|
| 1 x CHASSIS               | 2 x SEATS        |
| 1 x ENGINE MOUNT          | 2 x ENGINES      |
| 1 x BANNER POLE           | 1 x HEAVY BOLTER |
| 1 x DRIVER                | 1 x RIDER        |
| 1 x HEAVY BOLTER MOUNTING |                  |
| 1 x SWIVEL MOUNTED WEAPON |                  |
- PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH SPACE MARINE RIDERS



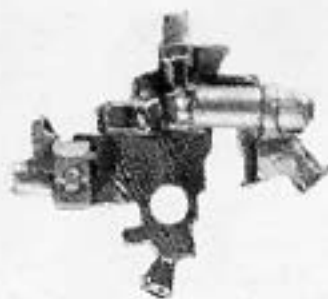
THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH IMPERIAL GUARD RIDERS



CHASSIS  
RTB3/F



SEAT  
RTB3/H



ENGINE MOUNT  
RTB3/C



ENGINE  
RTB3/G



HEAVY BOLTER MOUNTING  
072155/5



HEAVY BOLTER  
072155/4



SWIVEL MOUNTED  
MULTI MELTA  
RTB3/E



SWIVEL MOUNTED  
HEAVY PLASMA GUN  
072155/3



BANNER POLE  
RTB3/D



MARINE RIDER  
RTB3/A



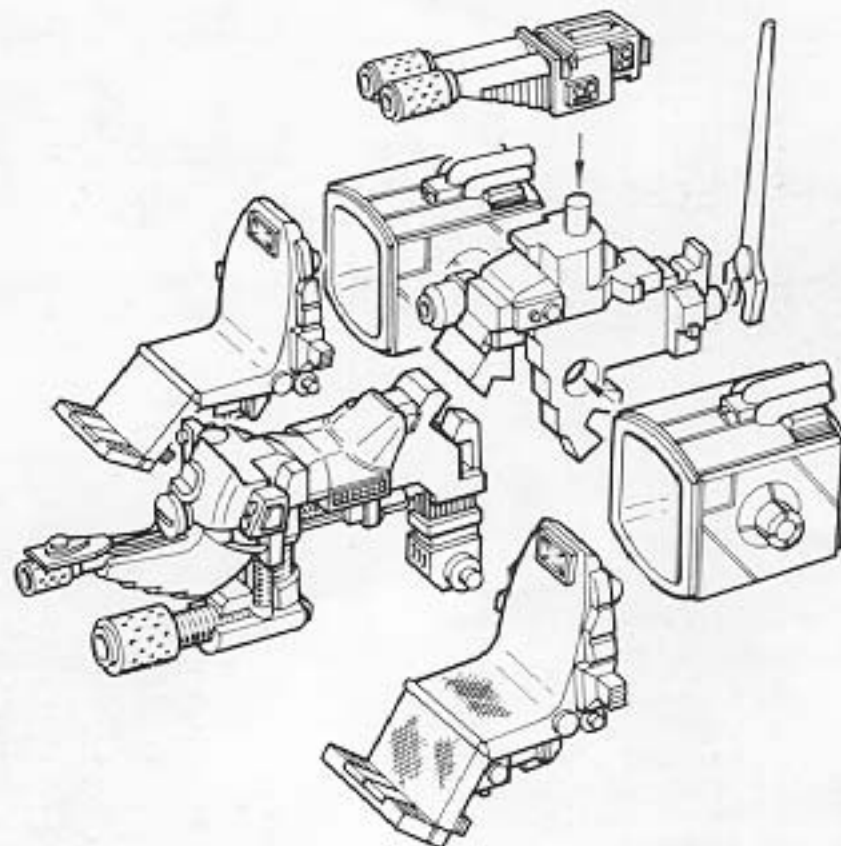
MARINE DRIVER  
RTB3/B



IMPERIAL GUARD RIDER  
072156/1



IMPERIAL GUARD DRIVER  
072156/2



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# DREADNOUGHTS



EXAMPLE OF AN ASSEMBLED  
FURIBUNDUS CLASS DESTROYER  
DREADNOUGHT  
(FURY)



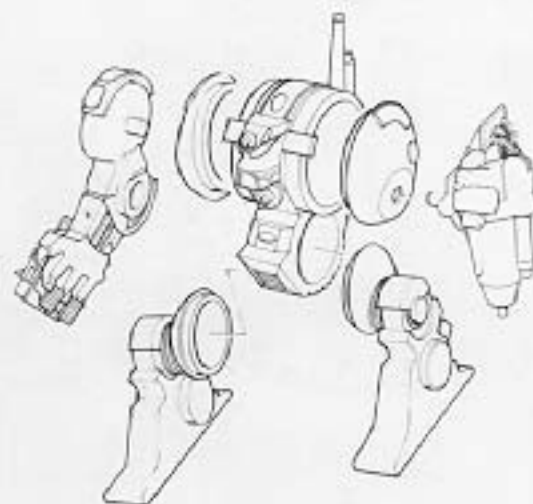
DREADNOUGHT  
BODY  
07184/2



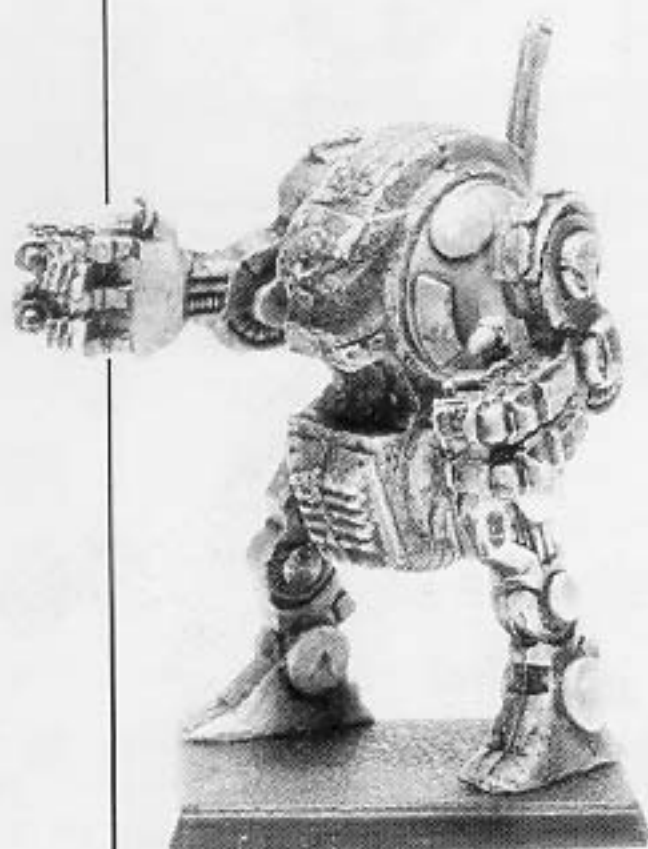
WIDE DREADNOUGHT  
BODY  
070184/9



MISSILE LAUNCHER ARM  
070184/8



THIS MODEL WILL REQUIRE ASSEMBLY  
AS SHOWN IN THE EXAMPLE ABOVE



EXAMPLE OF AN ASSEMBLED  
CONTEMPTOR CLASS CLOSE  
ASSAULT DREADNOUGHT  
(CHUCK)



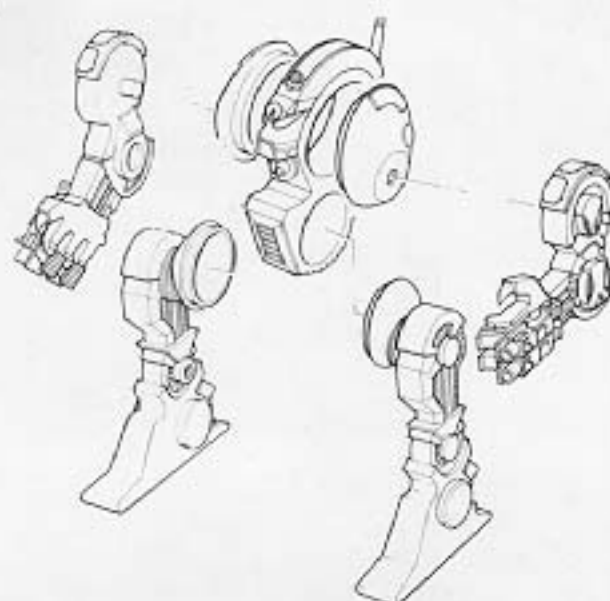
SHOULDER WEAPON  
MOUNT  
070184/6



LAS-CANNON ARM  
070184/10



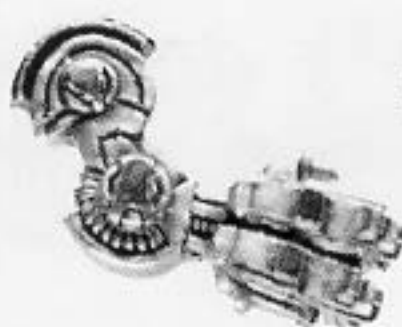
RIGHT SINGLE BOLTER ARM  
070184/7



THIS MODEL WILL REQUIRE ASSEMBLY  
AS SHOWN IN THE EXAMPLE ABOVE



EXAMPLE OF AN ASSEMBLED  
DEREDEO CLASS ATTACK SUPPORT  
DREADNOUGHT  
(EDDY)



RIGHT DOUBLE  
BOLTER ARM  
070184/1



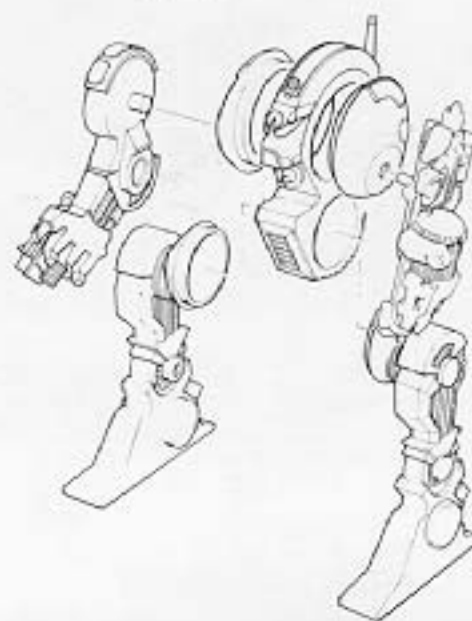
LEFT DOUBLE  
BOLTER ARM  
070184/3



RIGHT LEG  
070184/12



LEFT LEG  
070184/11



THIS MODEL WILL REQUIRE ASSEMBLY  
AS SHOWN IN THE EXAMPLE ABOVE



LONG RIGHT LEG  
070184/4



LONG LEFT LEG  
070184/5

THE COMPLETE DREADNOUGHT CONSISTS OF:  
1 x BODY 2 x ARMS OR WEAPONS  
2 x LEGS 2 x SHOULDER WEAPON MOUNTS  
ALL THE ARMS, LEGS, BODIES AND WEAPONS  
OF THESE MODELS ARE INTERCHANGEABLE

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# ROBOTS



EXAMPLE OF A  
CRUSADER ROBOT



LEFT POWER SWORD ARM  
070184/36



RIGHT POWER SWORD ARM  
070184/35



BACK MOUNTED LAS-CANNON  
070184/20



LEFT ARM WITH FLAMER  
070184/24



RIGHT ARM WITH BOLTER  
070184/23



BACK MOUNTED HEAVY BOLTER  
070184/25



LEFT POWER GLOVE ARM  
070184/28



RIGHT POWER GLOVE ARM  
070184/30



BACK MOUNTED MELTA GUN  
070184/31



CRUSADER BODY  
070184/34



SIEGE HAMMER ARM  
070184/33



AUTO CANNON ARM  
070184/27



BACK WEAPON MOUNT  
070184/21

ALL THE ARMS AND BACK MOUNTED WEAPONS  
OF THESE MODELS ARE INTERCHANGEABLE



EXAMPLE OF A  
COLOSSUS ROBOT



COLOSSUS BODY  
070184/32



CASTELLAN BODY  
070184/29



EXAMPLE OF A  
CASTELLAN ROBOT

EACH COMPLETE ROBOT CONSISTS OF:  
1 x BODY      1 x BACK WEAPON MOUNT  
2 x ARMS      1 x BACK MOUNTED WEAPON



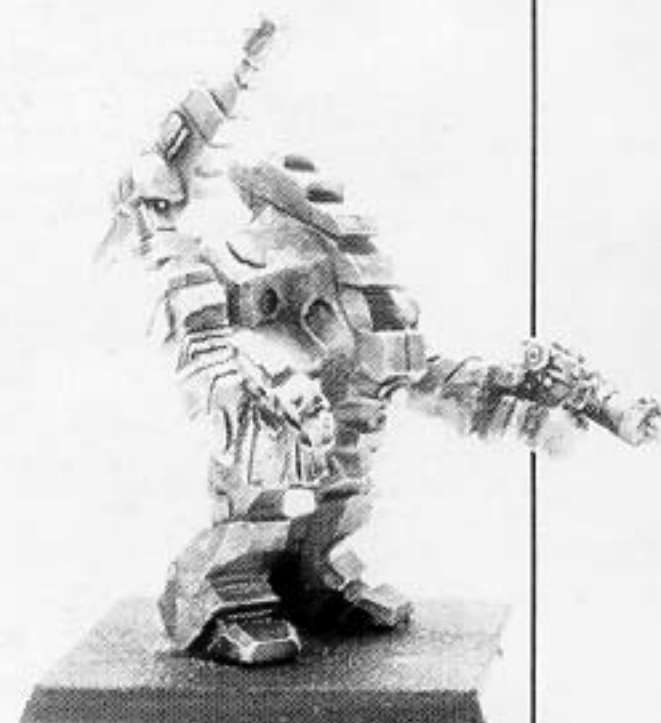
EXAMPLE OF A  
CONQUERER ROBOT



CONQUERER BODY  
070184/26



CATAPHRACT BODY  
070184/22



EXAMPLE OF A  
CATAPHRACT ROBOT

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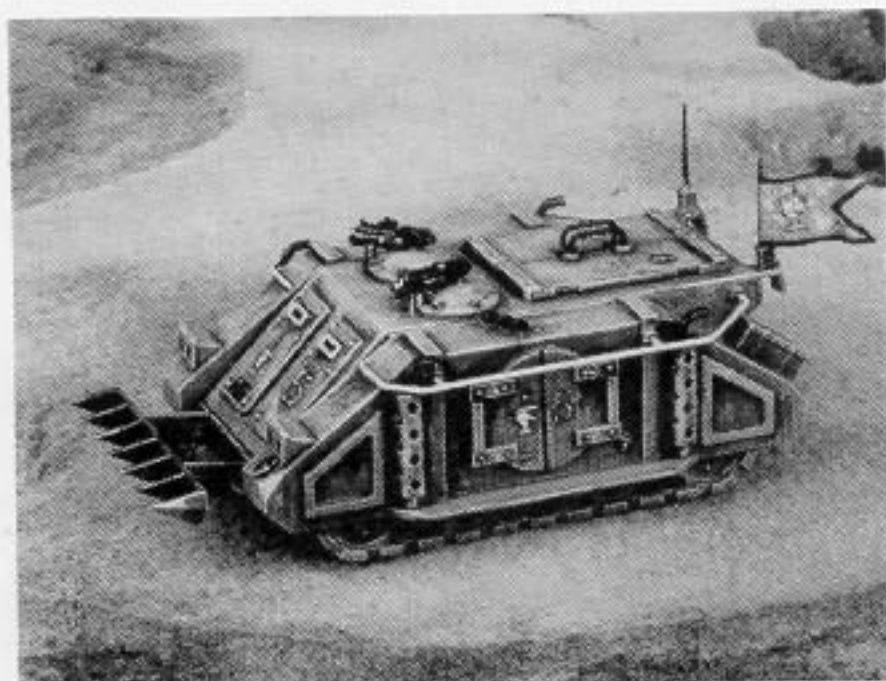


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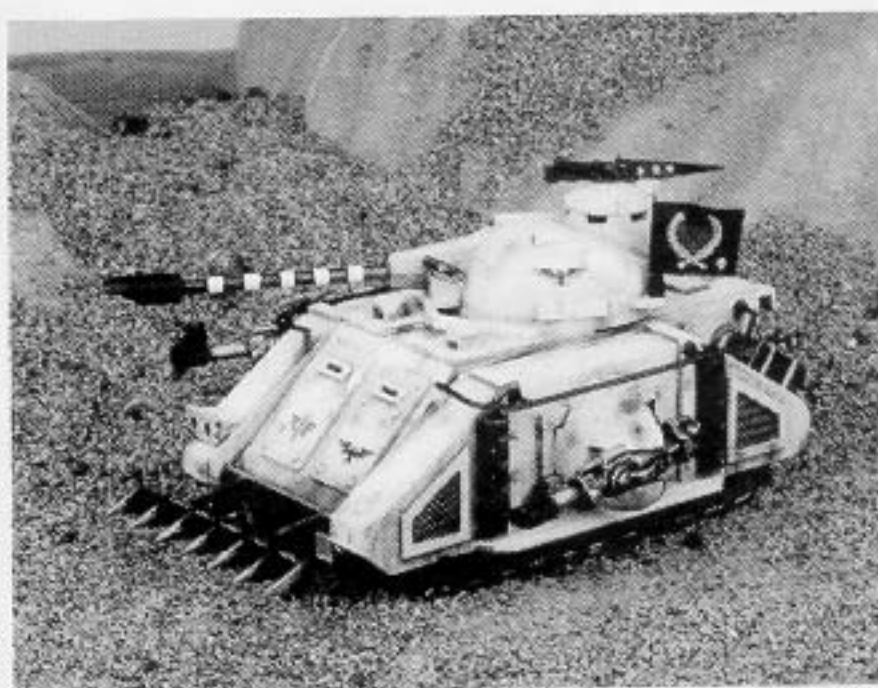
# RHINO & PREDATOR



The Imperial warrior is part of the most potent fighting force of the 41st Millennium. That force must be ready to move at a moment's notice, to meet and defeat the enemies of Mankind throughout the galaxy. Their battlefield transport is the Rhino Armoured Personnel Carrier, a vehicle tough enough to take a full squad to the heart of the fighting whilst packing the considerable punch of twin Bolt Guns.



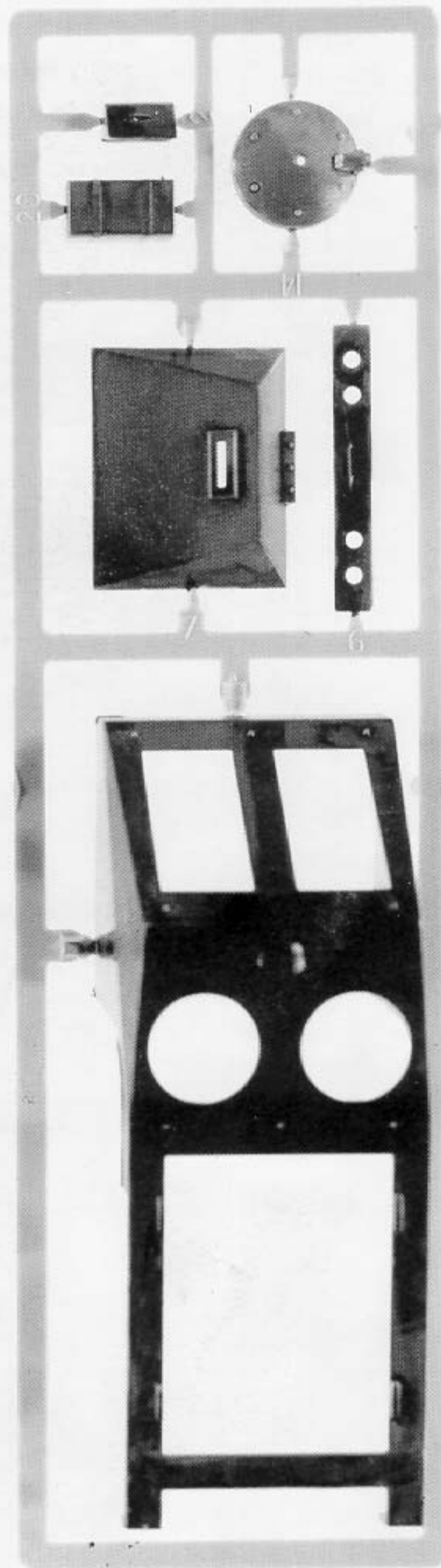
EACH RHINO KIT CONSISTS OF:  
2 x RHINO TRACK SPRUES  
2 x RHINO CHASSIS SPRUES



The Predator is the Imperium's assault tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of las-cannon and a turret-mounted auto-cannon. It is widely used by both the Space Marines and the Imperial Guard as an assault vehicle, breaking through enemy lines at the head of the advancing troops or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.



EACH PREDATOR KIT CONSISTS OF:  
1 x PREDATOR CHASSIS SPRUE  
1 x RHINO CHASSIS SPRUE  
2 x RHINO TRACK SPRUES



RHINO CHASSIS SPRUE  
102142

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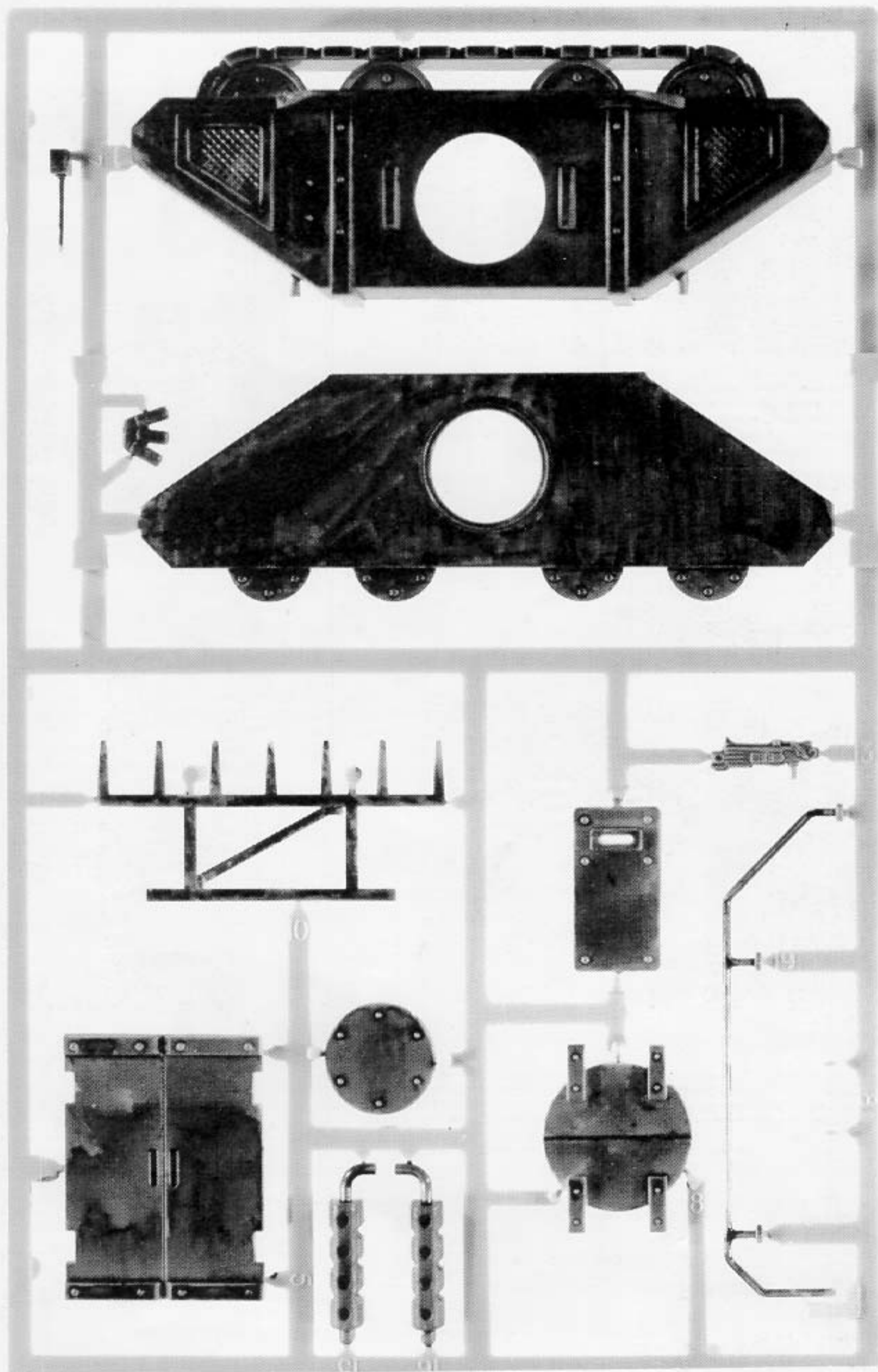


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# RHINO

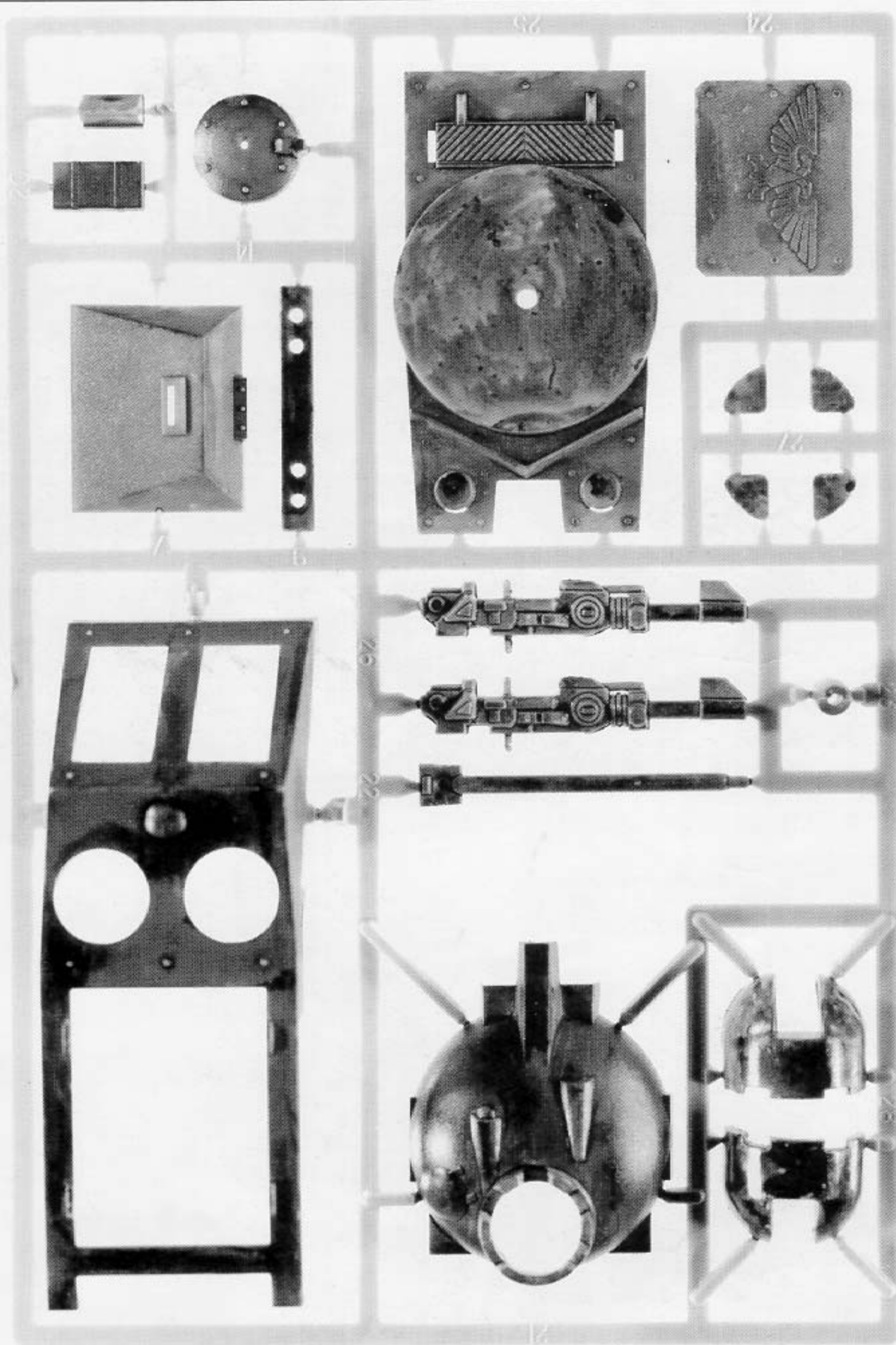


RHINO TRACK SPRUE  
102128

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# PREDATOR



PREDATOR CHASSIS SPRUE  
131402

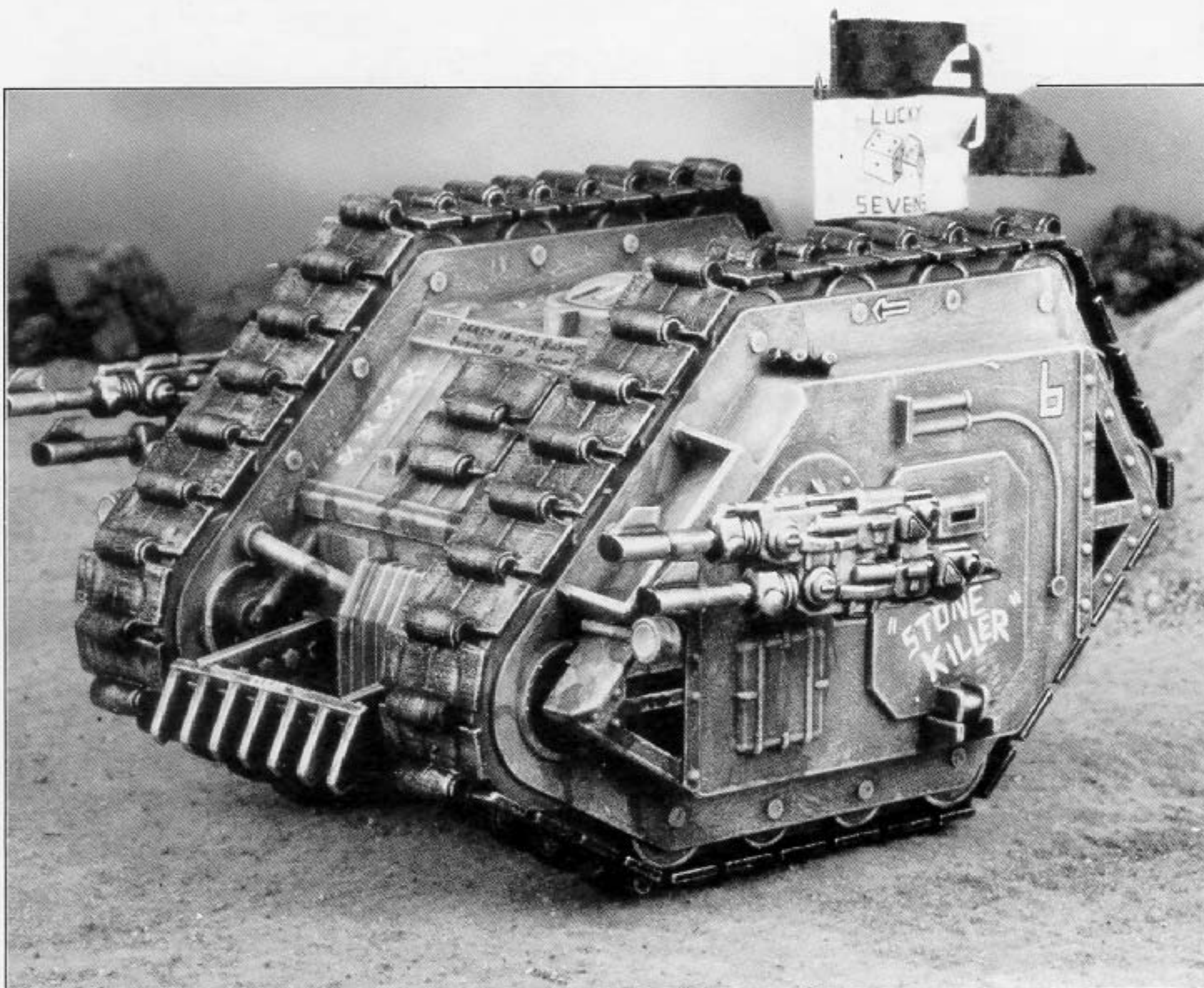
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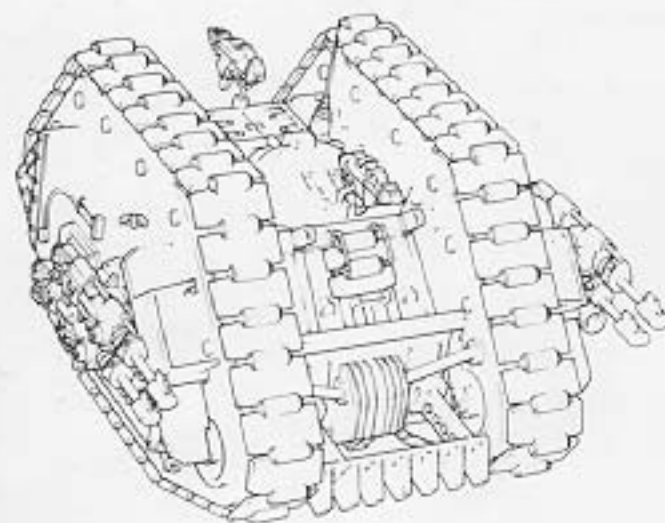
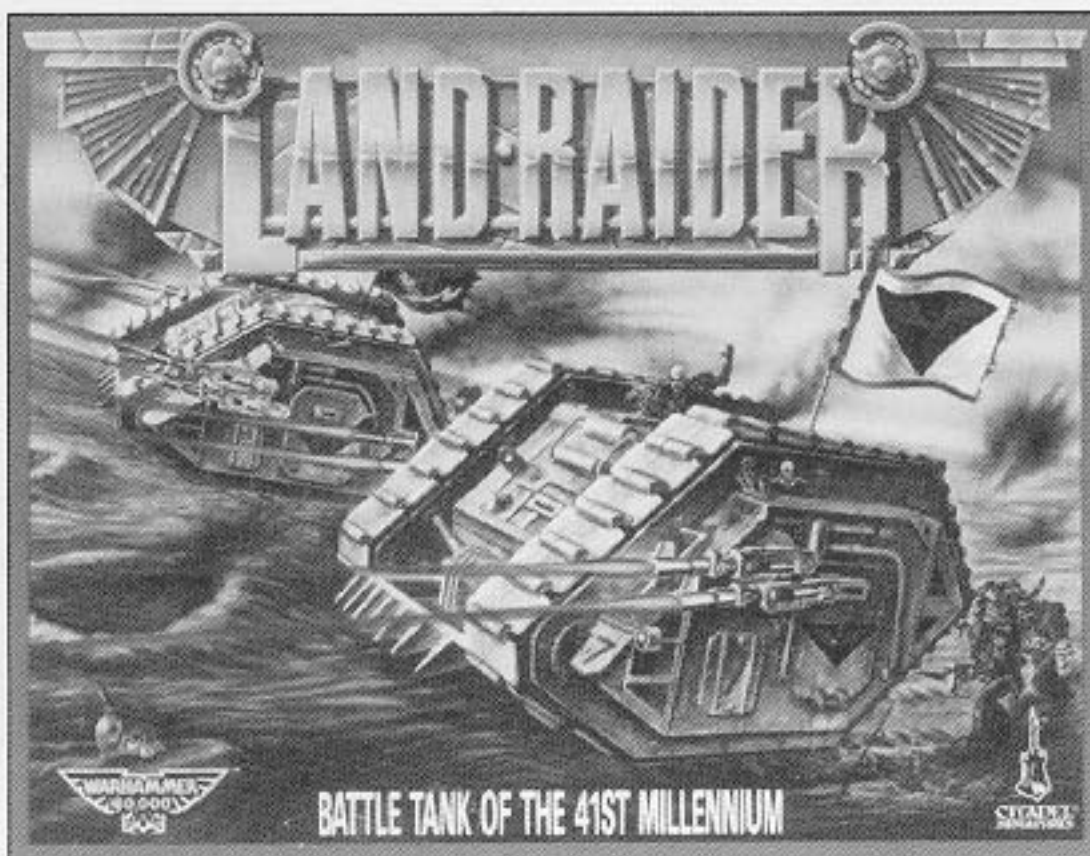


# LAND RAIDER



MODEL REQUIRES ASSEMBLY. BANNERS NOT INCLUDED

Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy bolters, dual mounted las-cannons and Imperial insignia decals. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 156).



EACH LAND RAIDER KIT CONSISTS OF:  
1 x LAND RAIDER CHASSIS SPRUE  
2 x LAND RAIDER TRACK SPRUES

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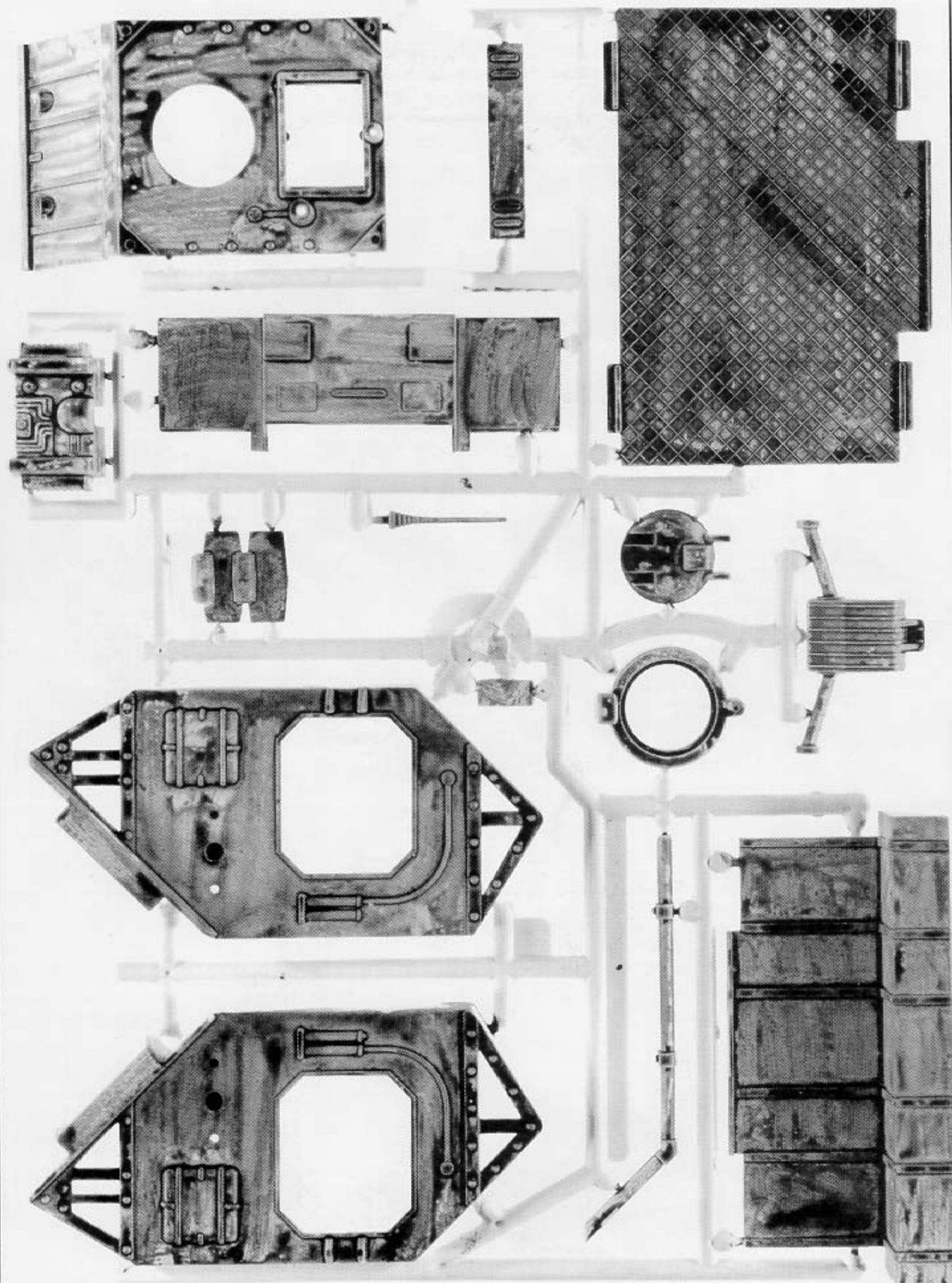


# LAND RAIDER

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CITADEL  
MINIATURES



LAND RAIDER CHASSIS SPRUE  
(SHOWN AT 70% ACTUAL SIZE)  
102194



which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.  
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CITADEL<sup>®</sup>  
MINIATURES

LAND RAIDER TRACK SPRUE  
(SHOWN AT 70% ACTUAL SIZE)  
102181

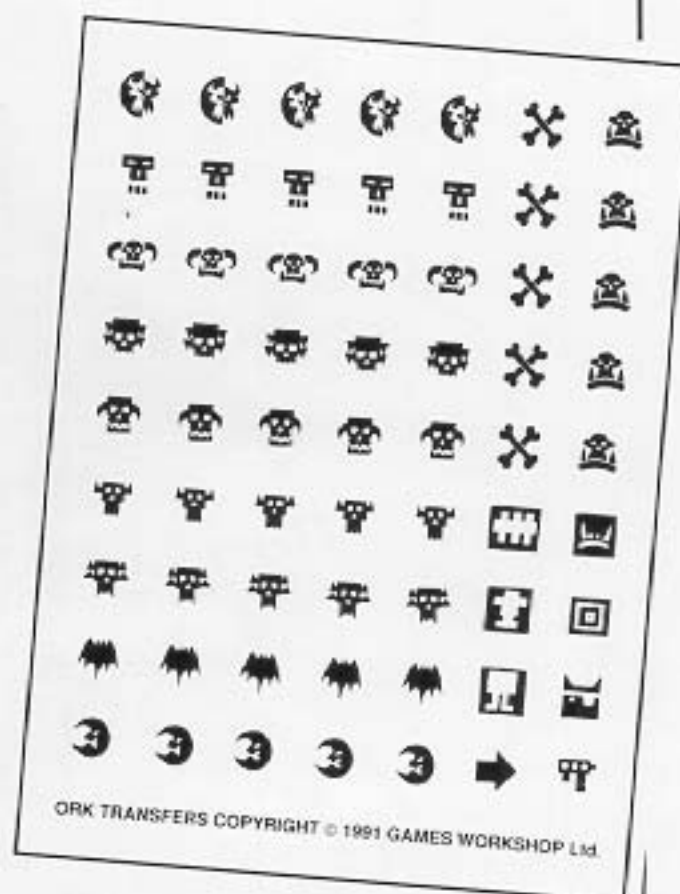
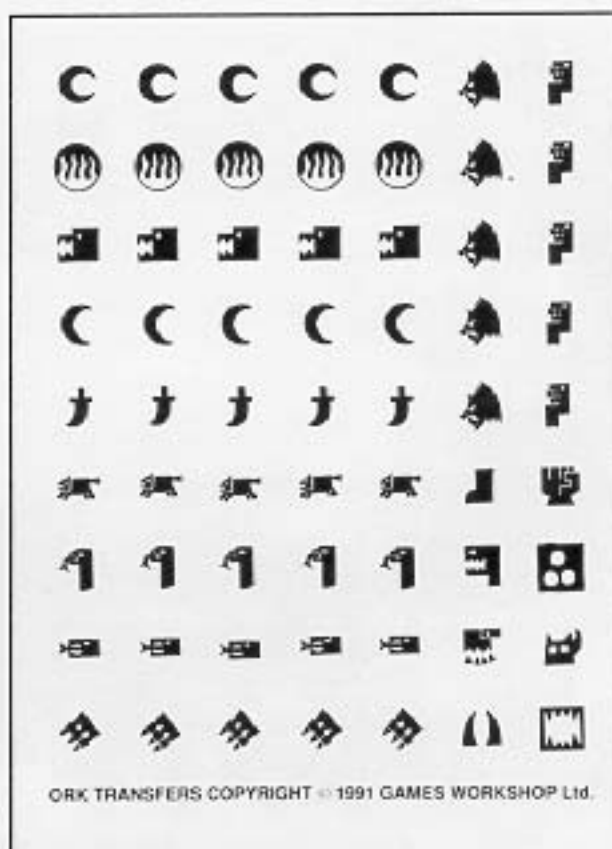
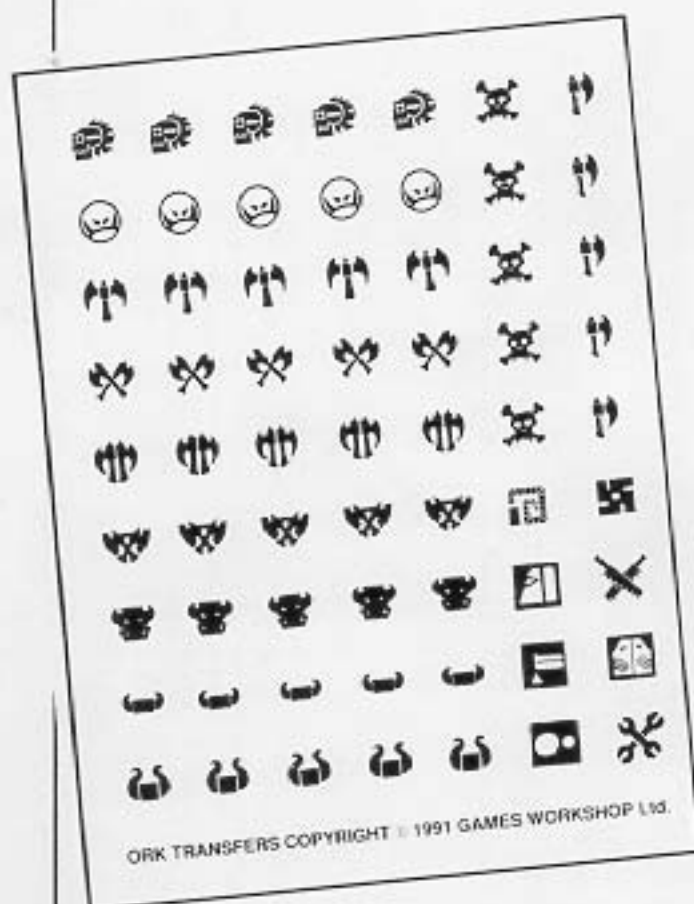


# ORK TRANSFERS

ORK TRANSFER SHEET 1  
100409/1

ORK TRANSFER SHEET 2  
100409/2

ORK TRANSFER SHEET 3  
100409/3



The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 Miniature painting and modelling. Each blister pack contains 15 sheets of water-slide glyphs for the six largest Ork Clans: Goffs, Evil Sunz, Bad Moons, Blood-axes, Snake-bites and Death Skulls. As well as providing backplate designs, the transfers can be used for detailing Ork vehicles and banners. Mail Order customers can specify any combination of sheets to make up the set. Note that each sheet of Ork transfers is multi-coloured.

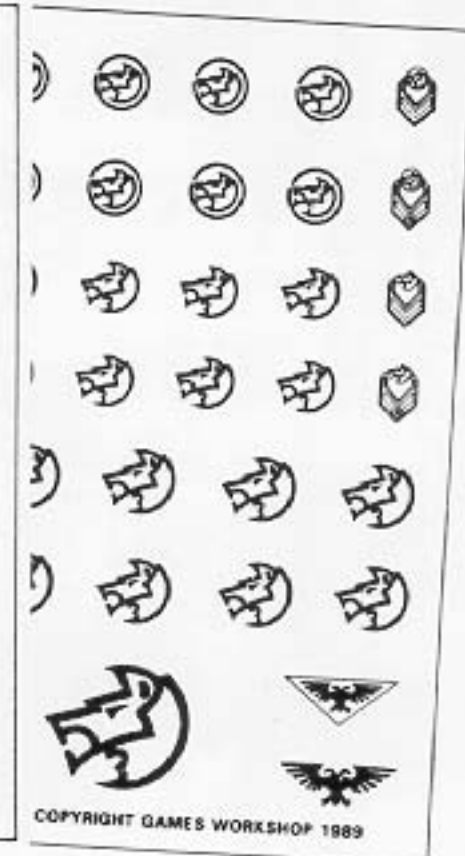
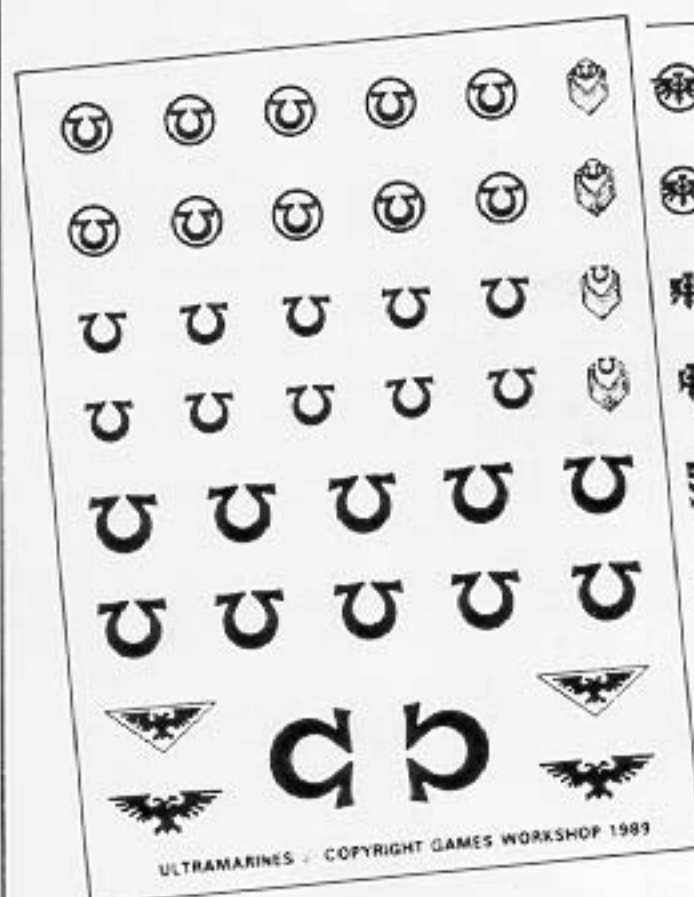
# SPACE MARINE TRANSFERS

ULTRAMARINES TRANSFER SHEET  
101642/1

DARK ANGELS TRANSFER SHEET  
101642/2

BLOOD ANGELS TRANSFER SHEET  
101642/3

SPACE WOLVES TRANSFER SHEET  
101642/4



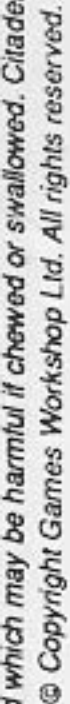
The Space Marine Transfer set contains 16 sheets of water-slide insignia for four of the main Marine Chapters: Ultramarines, Space wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners. Mail Order customers can specify a complete set of transfer sheets for just one of the Chapters and can choose the colour of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all of the transfers on a sheet are a single colour. If ordering by colour please supply alternatives, as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.

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MINIATURES



# FORCES OF THE IMPERIUM

Designed by the Citadel Design Team



**ADEPTUS CUSTODES**  
072518/11



**TECH PRIEST  
AND STAFF**  
072518/7



**TECH PRIEST**  
072518/28



**ASTROPATH  
AND STAFF**  
072518/25



**ASTROPATH  
AND CANE**  
072518/16



**ADEPTUS MECHANICUS 1**  
072117/43



**ADEPTUS MECHANICUS 2**  
072117/44



**ADEPTUS MECHANICUS 3**  
072117/41



**SERVITOR AND  
BIONIC CLAW**  
072117/39



**SERVITOR AND  
WRENCH**  
072117/40



**INQUISITOR AND  
POWER SWORD**  
072117/29  
**BACK PACK CLOAK**  
072117/30



**INQUISITOR AND BOLTER**  
072518/9



**NAVIGATOR**  
072518/23



**ASSASSIN AND  
POWER SWORD**  
072117/32



**ASSASSIN AND  
COMBI-WEAPON**  
072117/28

## RATLINGS



**SNIPER RIFLE 1**  
072117/35



**BOLT PISTOL**  
072117/34



**SNIPER RIFLE 2**  
072117/37



**SNIPER RIFLE 3**  
072117/33



**SNIPER RIFLE 4**  
072117/36



**SNIPER RIFLE 5**  
072117/38

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**CITADEL  
MINIATURES**



# FORCES OF THE IMPERIUM

## ADEPTUS ARBITES

Designed by Jes Goodwin



SHOTGUN  
072499/2



BOLTER  
072499/3



BOLT PISTOL AND  
POWER MAUL  
072499/1

## TITAN CREW

THESE MODELS ARE SUPPLIED WITH A HUMAN CLOTHED ARMS  
SPRUE AND A LAS GUN AND A LAS CANNON SPRUE AS STANDARD

Designed by Alan Perry



MODERATUS 1  
072117/48



PRINCEPS SENIORES  
072117/46



MODERATUS 2  
072117/49

## SANCTIONED PSYKERS



PSYKER 1  
072117/20



PSYKER 2  
072117/19



PSYKER 3  
072117/21



PSYKER 4  
072117/23



PSYKER 5  
072117/47



PSYKER 6  
072117/22

## EXAMPLES OF THE COMPLETED TITAN CREW AND SANCTIONED PSYKER MODELS





# HIVE GANGERS



ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED HIVE GANGER MODELS

THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.

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Designed by the Citadel Design Team with Jes Goodwin



# ADVENTURERS

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**POWER SWORD  
AND BOLTER**  
072518/15



**PILOT**  
072518/10



**LASGUN 1**  
072518/26



**CHAINSWORD**  
072518/14



**POWERSWORD**  
072518/8



**RATLING COOK**  
072518/3



**LAS PISTOL**  
072518/18



**HAND FLAMER**  
072518/12



**BOLTER 1**  
072518/4



**LASGUN 2**  
072518/24



**CHAINSWORD  
AND BOLTER**  
072518/29



**BOLTER AND  
POWER GLOVE**  
072518/6



**LASGUN AND  
LAS PISTOL**  
072518/2



**CHAINSWORD AND  
MISSILE LAUNCHER**  
072518/13



**POWER SWORD  
AND BOLTER**  
072117/31



**POWER SWORD  
AND LAS PISTOL**  
072520/27



**MELTA GUN**  
072518/33



**HAND CROSSBOW  
AND CHAINSWORD**  
072518/17



**BOLTER 2**  
072518/5



**FLAMER AND KNIFE**  
072518/1

Designed by the Citadel Design Team with Alan Perry and Michael Perry



# IMPERIAL GUARD

Designed by the Citadel Design Team



STANDARD  
BEARER  
072104/6

COMMANDER  
072104/3

CAPTAIN  
072117/16

LIEUTENANT  
072104/1

MEDIC  
072104/4

SERGEANT  
072104/2



TROOPER 1  
072033/7



WOUNDED  
072033/8



TROOPER 2  
072033/1



TROOPER 3  
072033/5



TROOPER 4  
072033/6



GRENADE  
LAUNCHER  
072033/4



TROOPER 5  
072033/10



TROOPER 6  
072033/13



TROOPER 7  
072033/12



TROOPER 8  
072033/9



TROOPER 9  
072033/11

## EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THESE MINIATURES ARE SUPPLIED WITH A HUMAN CLOTHED  
ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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**CITADEL**  
MINIATURES



# IMPERIAL GUARD

Designed by Alan and Michael Perry with Aly Morrison



COMMISSAR 1\*  
072117/9



COMMISSAR 2\*  
072117/8



COMMISSAR 3\*  
072117/17



COMMISSAR 4\*  
072117/10



COMMISSAR 5\*  
072117/7



COMMISSAR AND  
CHAIN SWORD\*  
072117/15



COMMISSAR AND  
LAS GUN 1  
072117/12



COMMISSAR AND  
POWER FIST  
072117/14



COMMISSAR AND  
LAS PISTOL  
072117/13



COMMISSAR AND  
LAS GUN 2  
072117/11



BEASTMAN  
PACKMASTER  
072117/18



PENAL TROOPER\*  
072033/2



HUMAN BOMB\*  
072033/3



MEDIC AND  
LAS GUN  
072117/25



MEDIC AND  
CHAIN SWORD  
072117/26

## EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THE MINIATURES MARKED WITH AN ASTERIX ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE



# IMPERIAL GUARD



KNIFE AND  
SEVERED HEAD  
072021/51



LAS GUN AND  
RESPIRATOR  
072021/64



LAS GUN 1  
072021/40



LAS GUN 2  
072021/17



LAS GUN AND  
GRENADE  
072021/20



MEDIC AND  
COMMUNICATOR  
072021/53



LAS PISTOL 1  
072021/37



LAS GUN 3  
072021/56



KNIFE  
072021/55



LAS GUN 4  
072021/59



BOLT PISTOL  
072021/47



LAS GUN AND  
RESPIRATOR 2  
072021/66



LAS GUN 5  
072021/63



AUTO GUN 1  
072021/9



LAS GUN 6  
072021/49



WOUNDED AND  
LASGUN  
072021/50



LAS GUN 7  
072021/19



LAS GUN 8  
072021/61



COMMUNICATOR  
072021/57



LAS GUN 9  
072021/60



LAS PISTOL 2  
072021/18



AUTO GUN 2  
072021/8



LAS GUN 10  
072021/16



LAS GUN 11  
072021/58



LAS GUN 12  
072021/22

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CITADEL  
MINIATURES

Designed by Alan and Michael Perry with Aly Morrison and the Citadel Design Team



# IMPERIAL GUARD



**LAS GUN 13**  
072021/42



**LAS GUN 14**  
072021/54



**POWER SWORD  
AND LAS PISTOL**  
072021/5



**LAS GUN 15**  
072021/41



**LAS GUN 16**  
072021/52



**POWER SWORD  
AND BOLT PISTOL**  
072021/62



**LAS PISTOL 3**  
072021/27



**LAS GUN 17**  
072021/39



**BOLTER 1**  
072021/48



**LAS GUN 18**  
072021/38



**LAS GUN 19**  
072021/65



**CHAIN SWORD  
AND GRENADE**  
072021/12



**HEAVY BOLTER**  
072021/46



**CHAIN SWORD  
AND LAS PISTOL**  
072021/23



**AUTO GUN 3**  
072021/6



**BOLTER AND  
LAS PISTOL 1**  
072021/43



**BOLTER 2**  
072021/3



**BOLTER 3**  
072021/44



**BOLTER 4**  
072021/45



**LAS GUN 20**  
072021/14



**AUTO GUN 4**  
072021/15



**BOLTER AND  
LAS PISTOL 2**  
072033/18



**AUTO GUN 5**  
0721021/2



**BOLTER 5**  
072033/16



**AUTO CANNON**  
072033/17

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**CITADEL**  
MINIATURES

# GUARD HEAVY WEAPONS

ALL OF THESE MINIATURES ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



GUNNER WITH CAP  
072129/19



GUNNER WITH HELMET  
AND BIONIC EYE  
072129/16A



GUNNER WITH HELMET  
072129/16B



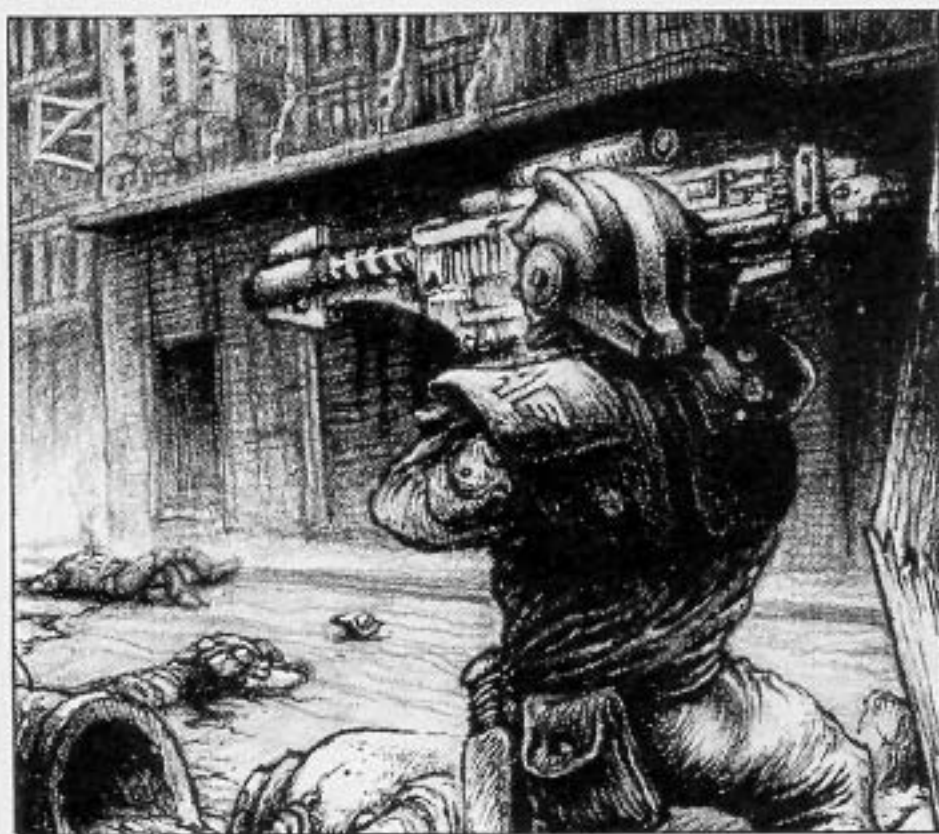
GUNNER WITH CAP  
AND GOGGLES  
072129/18A



GUNNER WITH HELMET  
AND GOGGLES  
072129/18B



GUNNER WITH HEAD BAND  
072129/17



MULTI MELTA  
072129/13



LAS CANNON  
072129/12



HEAVY BOLTER  
072129/14



CONVERSION BEAMER  
072129/15

EXAMPLES OF THE COMPLETED IMPERIAL GUARD HEAVY WEAPON MODELS



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CITADEL  
MINIATURES

Designed by Alan and Michael Perry





DAVE GALLAGHER

# ROUGH RIDERS

THESE MODELS ARE SUPPLIED WITH A LARGE PLASTIC HORSE, PLASTIC SPEAR SPRUE, HUMAN CLOTHED ARMS SPRUE AND A LAS GUNS AND LAS-CANNON SPRUE AS STANDARD.

EACH ROUGH RIDER MODEL CONSISTS OF 1 SET OF LEGS AND 1 BODY PLEASE STATE WHICH RIDERS BODY YOU REQUIRE WHEN ORDERING



EXAMPLE ROUGH RIDERS

## IMPERIAL GUARD RIDERS



LIEUTENANT  
AND CHAINWORD  
072060/11



GRENADE  
LAUNCHER  
072060/7



COMMISSAR  
AND POWER SWORD  
072060/5

ALL OF THESE MODELS EXCEPT THE GUARD WITH THE GRENADE LAUNCHER ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE AS STANDARD



CAPTAIN  
072060/13



LIEUTENANT  
072060/12



COMMISSAR  
072060/6



MEDIC  
072060/15



STANDARD BEARER  
072060/8



GUARD 1  
072060/9



GUARD 2  
072060/10



COMMANDER  
072060/14



HORSE RIDERS LEGS  
072058/1

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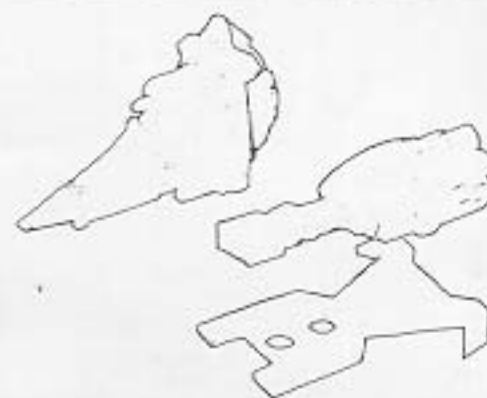
CITADEL  
MINIATURES

Designed by the Citadel Design Team

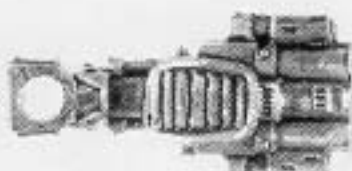


# IMPERIAL GUARD ON BIKES

## EXAMPLES OF THE COMPLETE JET BIKE MODELS



JET BIKE FAIRING WITH  
TWIN BOLTER MOUNTS  
072060/17



JET ENGINE  
072060/18



STABILIZER FIN  
072060/19

### THE COMPLETE JET BIKE WITH IMPERIAL GUARD RIDER CONSISTS OF:

- 1 x JET BIKE FAIRING
- 1 x JET ENGINE
- 1 x STABILIZER FIN
- 1 x RIDERS LEGS
- 1 x RIDERS BODY

PLEASE STATE WHICH RIDERS BODY  
YOU REQUIRE WHEN ORDERING

## IMPERIAL GUARD RIDERS



LIEUTENANT  
AND CHAINWORD  
072060/11



GRENADE  
LAUNCHER  
072060/7



COMMISSAR  
AND POWER SWORD  
072060/5



CAPTAIN  
072060/13



LIEUTENANT  
072060/12



COMMISSAR  
072060/6



MEDIC  
072060/15



STANDARD BEARER  
072060/8



GUARD 1  
072060/9



GUARD 2  
072060/10



COMMANDER  
072060/14



RIDERS LEGS  
72060/4

ALL OF THESE MODELS EXCEPT THE  
GUARD WITH THE GRENADE LAUNCHER  
ARE SUPPLIED WITH A HUMAN CLOTHED  
ARM SPRUE AND A LAS GUNS AND LAS  
CANNON SPRUE AS STANDARD

### THE COMPLETE BIKE WITH IMPERIAL GUARD RIDER CONSISTS OF:

- 1 x BIKE
- 1 x RIDERS LEGS
- 1 x RIDERS BODY
- 1 x BIKE FAIRING

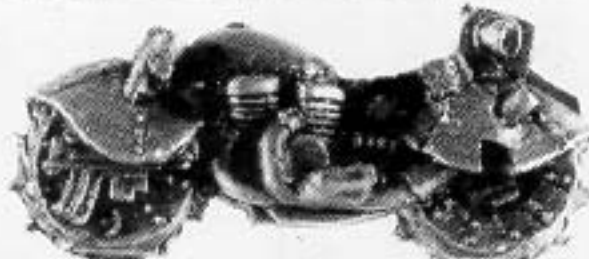
PLEASE STATE WHICH RIDERS BODY AND  
BIKE FAIRING YOU REQUIRE WHEN ORDERING



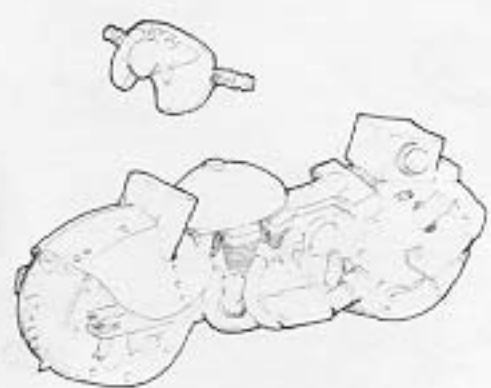
BIKE FAIRING 1  
072060/2



BIKE FAIRING 2  
072060/2



BIKE WITH TWIN  
BOLTER MOUNTS  
072060/1



## EXAMPLES OF THE COMPLETE BIKE MODELS

Designed by the Citadel Design Team with Alan Perry

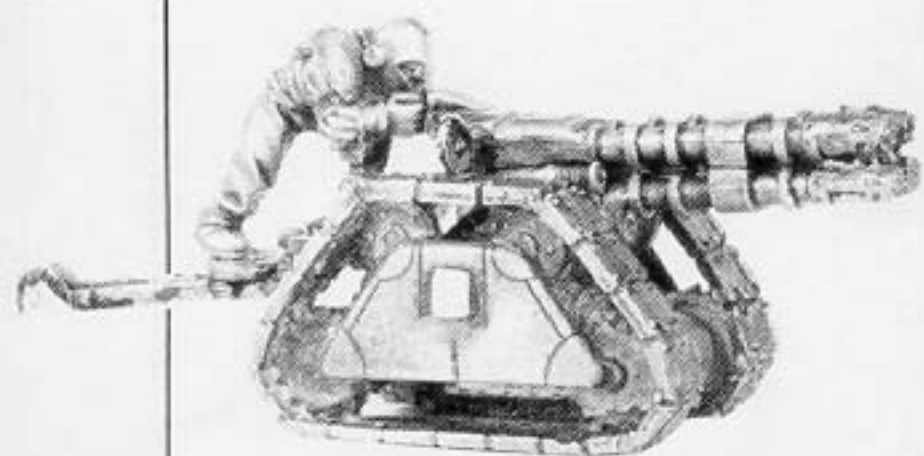
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CITADEL  
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# IMPERIAL ASSAULT WEAPONS

## RAPIER 1



THIS COMPLETE RAPIER MODEL CONSISTS OF:  
 2 x TRACK 1 1 x GUNNER 1  
 1 x GUNNER 2 1 x RAPIER WEAPON 1  
 1 x RAPIER WEAPON 2 1 x RAPIER CHASSIS 1  
 1 x TOW HOOK



RAPIER WEAPON 1  
072045/17



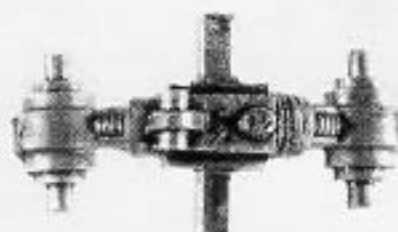
GUNNER 1  
(THIS GUNNER FITS BOTH RAPIERS)  
072045/20



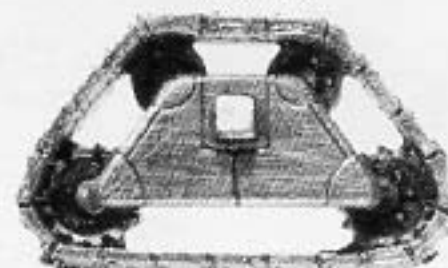
RAPIER WEAPON 2  
072045/15



TOW HOOK  
072045/19



RAPIER CHASSIS 1  
072045/16



TRACK 1  
072045/14

## RAPIER 2



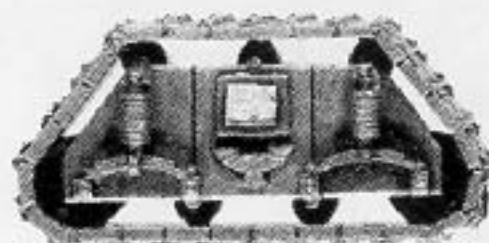
THIS COMPLETE RAPIER MODEL CONSISTS OF:  
 2 x TRACK 2 1 x GUNNER 1  
 1 x GUNNER 2 1 x RAPIER CHASSIS 2  
 1 x RAPIER WEAPON 3



RAPIER CHASSIS 2  
072168/2



GUNNER 2  
(THIS GUNNER FITS BOTH RAPIERS)  
072045/18

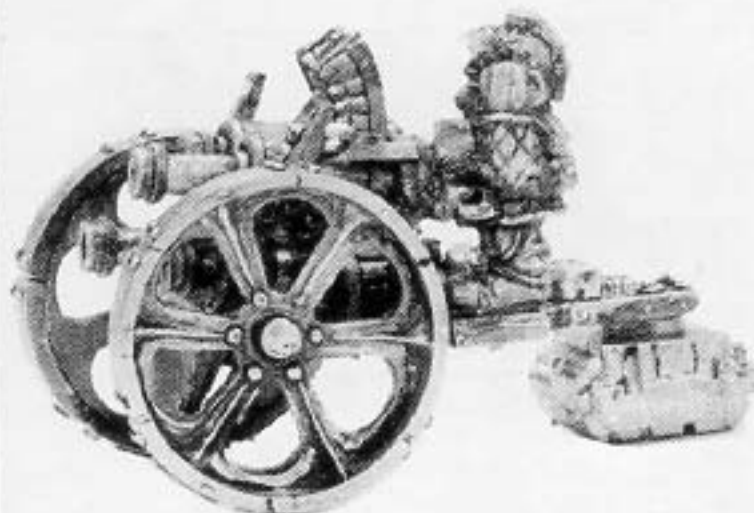


TRACK 2  
072168/1

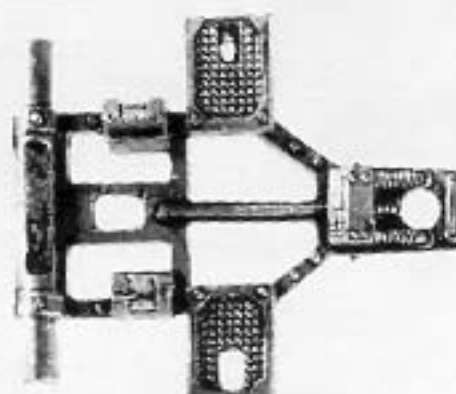


RAPIER WEAPON 3  
072168/3

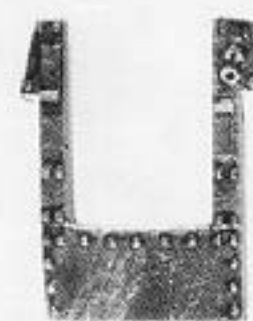
## THUDD GUN



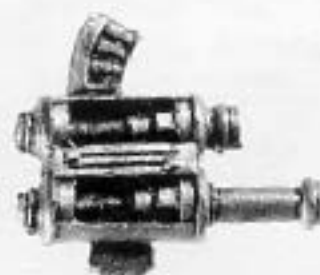
THIS COMPLETE THUDD GUN MODEL CONSISTS OF:  
 1 x THUDD GUN CHASSIS 2 x WHEEL  
 1 x THUDD GUN SHIELD 1 x RIGHT GUN  
 1 x SQUAT GUNNER 1 1 x LEFT GUN  
 1 x TRACTOR UNIT



THUDD GUN CHASSIS  
072045/12



THUDD GUN SHIELD  
072045/11



RIGHT GUN  
072045/6



LEFT GUN  
072045/7



WHEEL  
072045/8



SQUAT GUNNER 1  
072045/9



TRACTOR UNIT  
072045/10

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Designed by Norman Swales and Michael Perry



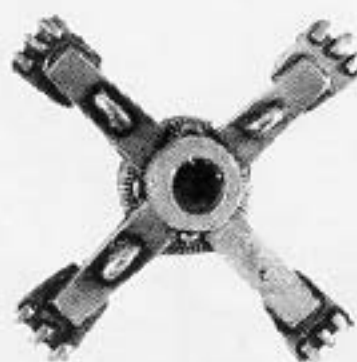
# IMPERIAL ASSAULT WEAPONS

## TARANTULA 1



GUNNER 3  
RTB3/N

THIS COMPLETE TARANTULA MODEL CONSISTS OF:  
1 x GUNNER 3 1 x TARANTULA STAND 1  
2 x LAS CANNON 1 x WEAPON SUPPORT 1



TARANTULA STAND 1  
RTB3/P



WEAPON SUPPORT 1  
RTB3/O



LAS CANNON  
RTB3/M

## TARANTULA 2



THIS COMPLETE TARANTULA MODEL CONSISTS OF:  
1 x GUNNER 2 1 x TARANTULA STAND 2  
2 x MULTI MELTA 1 x WEAPON SUPPORT 2  
1 x TARANTULA SHIELD



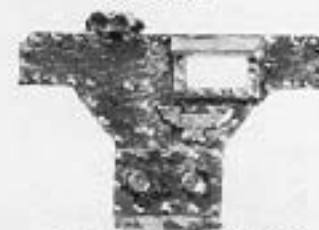
TARANTULA STAND 2  
072170/1



MULTI MELTA  
072170/3



WEAPON SUPPORT 2  
072170/2



TARANTULA SHIELD  
072170/4

## SENTINEL



THIS COMPLETE SENTINEL MODEL CONSISTS OF:  
1 x SENTINEL BODY 2 x LEG JOINT 1  
2 x LEG JOINT 2 2 x LEG JOINT 3  
2 x FOOT 1 x MULTI LASER  
AND EITHER DRIVER 1 OR DRIVER 2



SENTINEL BODY  
072045/1



LEG JOINT 1  
072045/4



LEG JOINT 2  
072045/3A



LEG JOINT 3  
072045/3B



DRIVER 1  
072045/5A



DRIVER 2  
072045/5B



MULTI LASER  
072045/2



FOOT  
072045/3C

## MOLE MORTAR



SQUAT GUNNER 2  
RTB3/J

SQUAT LOADER WITH  
TUNNEL TORPEDO  
RTB3/I

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:  
1 x SQUAT GUNNER 2 1 x SQUAT LOADER  
1 x MORTAR BARREL 1 x MORTAR STAND



MORTAR BARREL  
RTB3/L



MORTAR STAND  
RTB3/K



CITADEL  
MINIATURES

Designed by Michael and Alan Perry with Norman Swales







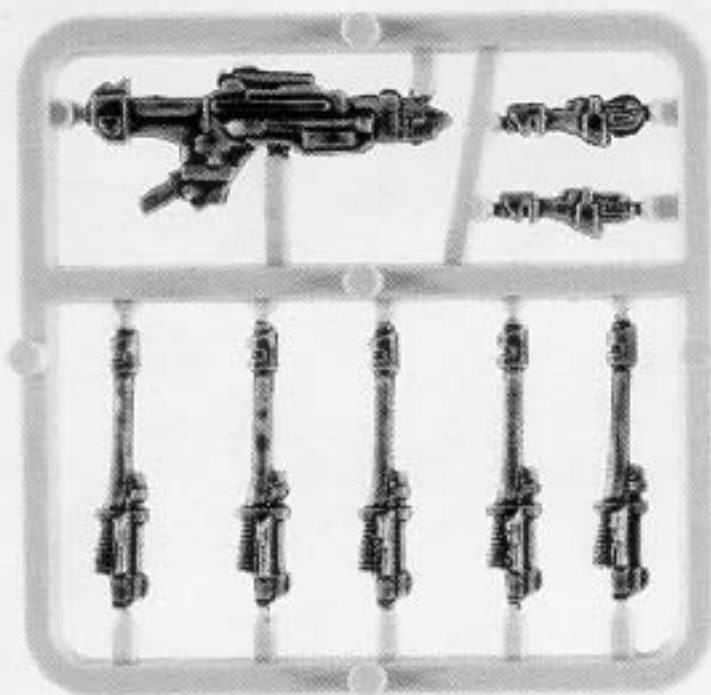
# IMPERIAL GUARD



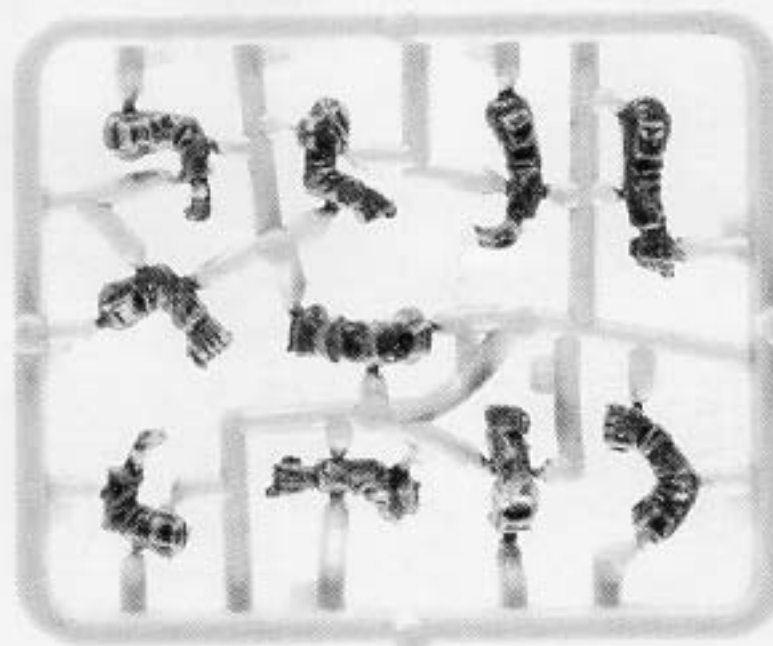
The Imperial Guard boxed set contains enough plastic sprues to make 36 troopers. This plastic kit includes 9 Imperial Guard head and body sprues, 6 las gun and las cannon sprues, 8 Human clothed arms sprues, and 36 round plastic bases



Designed by Alan and Michael Perry

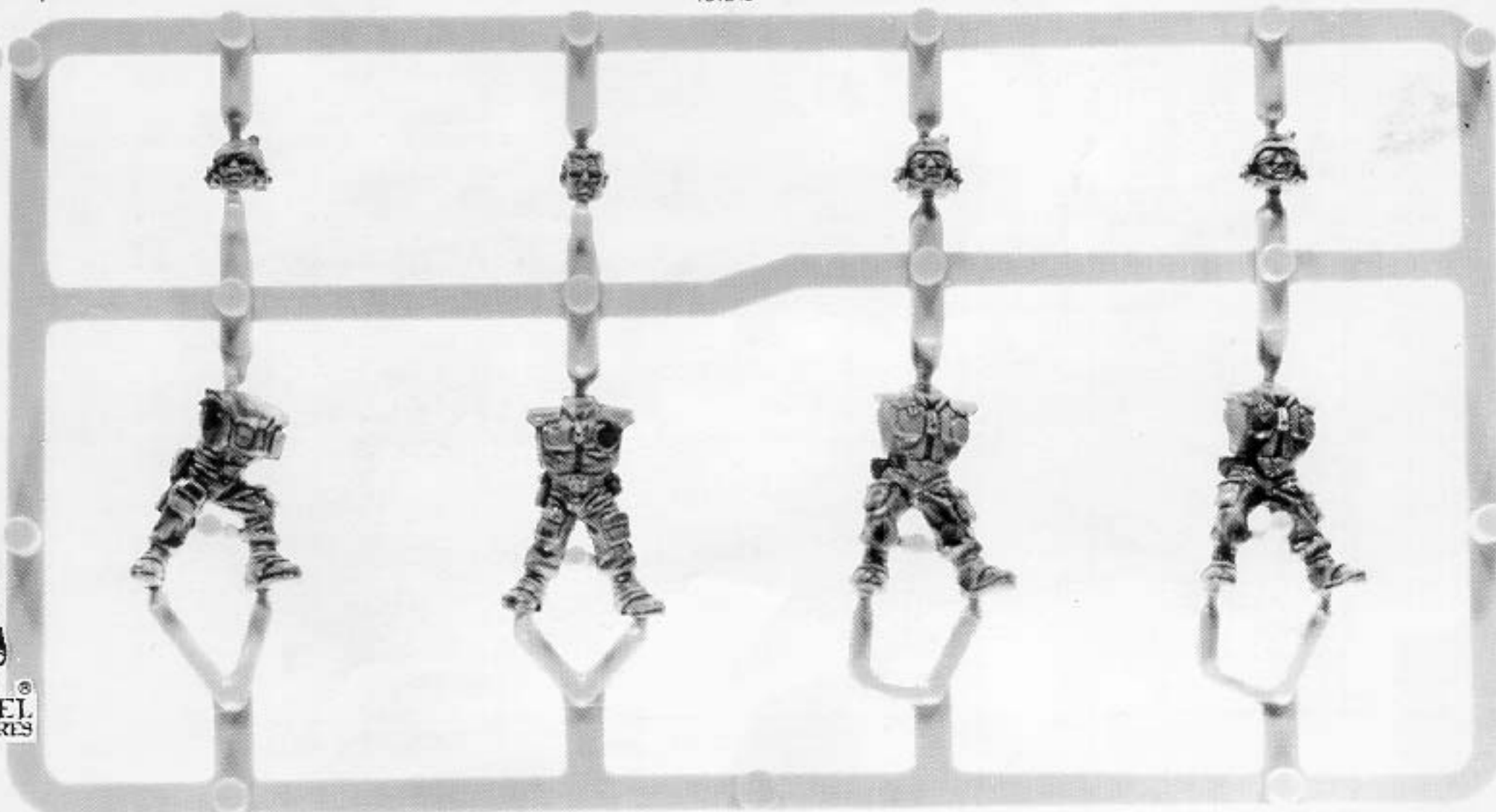


LAS GUN AND LAS CANNON SPRUE  
131260



HUMAN CLOTHED ARMS SPRUE  
131258

IMPERIAL GUARD HEAD AND BODY SPRUE  
131245



# OGRYNS



OGRYN 1  
072084/4  
(THIS IS A ONE PIECE MODEL)



OGRYN 2  
072084/5  
(THIS IS A ONE PIECE MODEL)



BODY 1  
072084/2



BODY 2  
072084/10



BODY 3  
072084/7



BODY 4  
072084/12



LEFT ARM 1  
072084/20



LEFT ARM 2  
072084/8



LEFT ARM 3  
072084/3



LEFT ARM 4  
072084/24

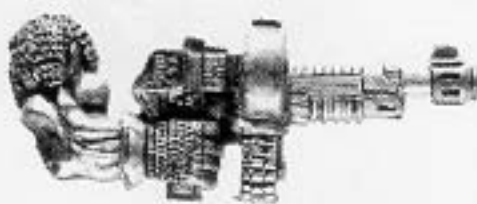


LEFT ARM 5  
072084/11

THE COMPLETE OGRYN MODEL CONSIST OF:  
1 x BODY  
1 x RIPPER GUN  
1 x LEFT ARM  
PLEASE STATE WHICH LEFT ARM AND  
RIPPER GUN YOU REQUIRE WHEN ORDERING



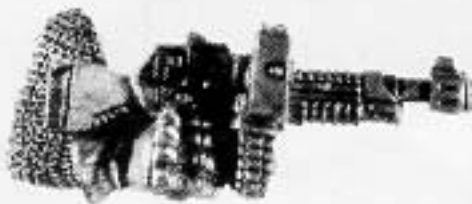
RIPPER GUN 1  
072084/17



RIPPER GUN 2  
072084/27



RIPPER GUN 3  
072084/6



RIPPER GUN 4  
072084/27



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# OGRYNS



HEAD 1  
072084/28



HEAD 2  
072084/30



HEAD 3  
072084/22



HEAD 4  
072084/18



HEAD 5  
072084/26



HEAD 6  
072084/29



BODY FRONT 1  
072084/23



BODY FRONT 2  
072084/21



BODY FRONT 3  
072084/13



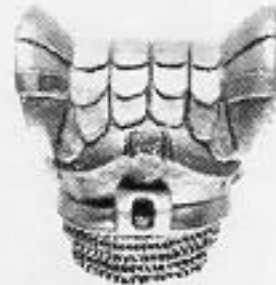
BANNER POLE  
072084/15



BODY BACK 1  
072084/25



BODY BACK 2  
072084/11



BODY BACK 3  
072084/16



LEFT ARM 1  
072084/20



LEFT ARM 2  
072084/8



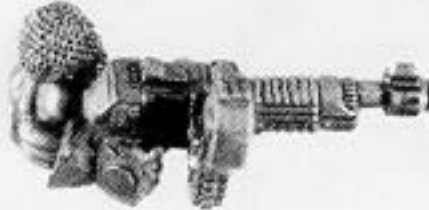
LEFT ARM 3  
072084/3



LEFT ARM 4  
072084/24



LEFT ARM 5  
072084/11



RIPPER GUN 1  
072084/17



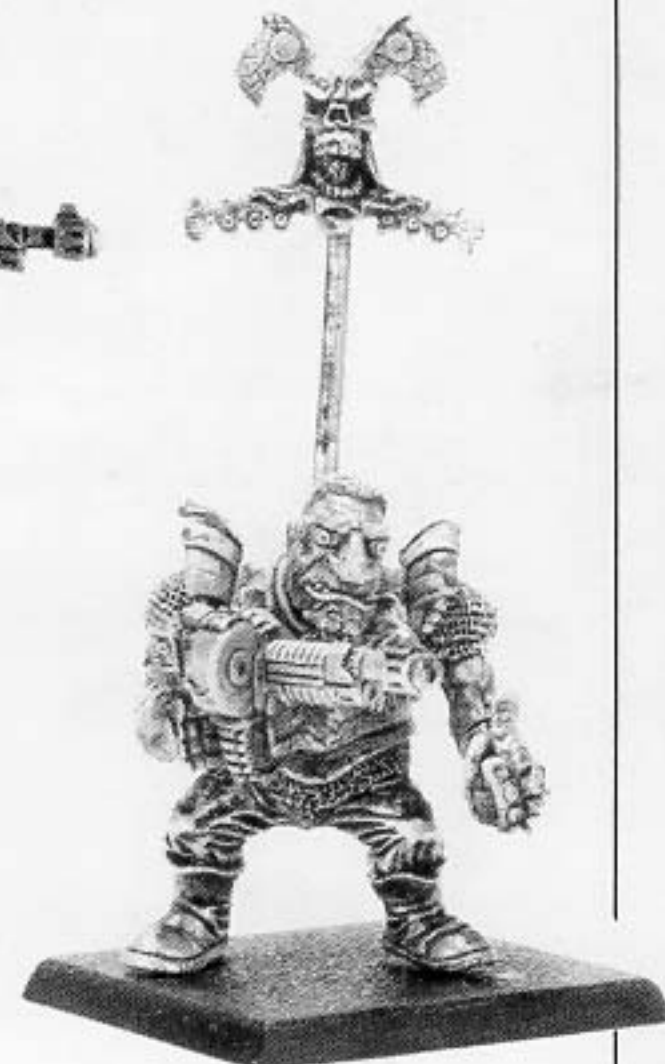
RIPPER GUN 2  
072084/27



RIPPER GUN 3  
072084/6



RIPPER GUN 4  
072084/27



THE COMPLETE OGRYN MODEL CONSISTS OF:

- 1 x BODY FRONT
- 1 x BODY BACK
- 1 x HEAD
- 1 x RIPPER GUN
- 1 x LEFT ARM
- 1 x BANNER POLE

PLEASE STATE WHICH ITEMS YOU  
REQUIRE WHEN YOU ORDER

EXAMPLES OF THE COMPLETED OGRYN MODELS

Designed by the Citadel Design Team



# SQUATS

## STANDARD BEARERS



LAS PISTOL 1  
071010/22A



LAS PISTOL 2  
071010/22B



LAS PISTOL 3  
071010/22C

## CHAMPIONS



POWER GLOVE AND  
BOLTER 1  
071010/32A



POWER GLOVE AND  
BOLTER 2  
071010/32B



POWER GLOVE AND  
POWER AXE  
071010/32C

## OFFICERS



LAS PISTOL AND  
CHAIN SWORD 1  
071010/25A



LAS PISTOL AND  
CHAIN SWORD 2  
071010/25B



LAS PISTOL AND  
CHAIN SWORD 3  
071010/25C

## MUSICIANS



SYNTHESIZER 1  
071010/37A



SYNTHESIZER 2  
071010/37B



SYNTHESIZER 3  
071010/37C

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# SQUATS



LAS PISTOL 1  
071010/1



AUTOGUN 1  
071010/3



FLAMER 1  
071010/4



LAS GUN 1  
071010/2



PLASMA GUN 1  
071010/5



MELTA GUN 1  
071010/7



AUTO GUN 2  
071010/14



SHURIKEN CATAPULT  
071010/13



LAS GUN 2  
071010/6



LAS PISTOL AND  
HAND FLAMER  
071010/9



AUTOGUN 3  
071010/15



HAND FLAMER  
071010/16



LAS GUN 3  
071010/19



LAS GUN 4  
071010/20



AUTO GUN 4  
071010/17



PLASMA GUN 2  
071010/21



BOLT PISTOL AND  
LAS PISTOL  
071010/23



LAS GUN 5  
071010/24



LAS PISTOL 2  
071010/30



LAS PISTOL 3  
071010/28



MELTA GUN 2  
071010/26



LAS GUN 6  
071010/29



BOLT PISTOL  
071010/39



GRENADE LAUNCHER  
072518/30



LAS GUN 7  
071010/8



LAS GUN 8  
071010/11



LAS PISTOL 4  
071010/12



LAS GUN 9  
071010/40



BOLTER  
071010/34



FLAMER 2  
071010/38

Designed by the Citadel Design Team with Alan and Michael Perry



# SQUATS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



MEDIC WITH  
LAS GUN\*  
072117/24



MEDIC WITH  
CHAINSWORD\*  
072117/27



ADEPTUS  
MECHANICUS\*  
072117/45



SERVITOR\*  
072117/42



WARLORD  
071007/4



HEARTH GUARD 1  
071007/8



HEARTH GUARD 2  
071007/6



HEARTH GUARD 3  
071007/5



HEARTH GUARD 4  
071007/7



LIVING ANCESTOR 1  
071007/12



LIVING ANCESTOR 2  
071007/13



GUILD MASTER 1  
071007/10



GUILD MASTER 2  
071007/17



SQUAT 1  
071007/2



SQUAT 2  
071007/3



WOUNDED 1  
071007/11



SQUAT 3  
071007/1



BIKER 1  
071007/16



BIKER 2  
071007/14



BIKER 3  
071007/15



BIKER 4  
071007/18



WOUNDED 2\*  
071010/18A



ADVENTURER 1  
071105/3



ADVENTURER 2  
071007/9



ADVENTURER 3  
071105/2



ADVENTURER 4  
071105/5



ADVENTURER 5  
071105/4



WOUNDED 3\*  
071010/18B

## EXAMPLES OF THE COMPLETED MODELS



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PAUL BONNER



# SQUAT BIKERS

## SQUAT RIDERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD  
071034/4



HEARTH GUARD  
071034/5



GUILD MASTER  
071034/3



BIKER 1  
071034/2



BIKER 2\*  
071034/8



BIKER 3\*  
071034/9



BIKER 4\*  
071034/7



BIKER 5  
071034/1



BIKER 6\*  
071034/6



LIVING ANCESTOR  
SIDE CAR PASSENGER\*  
071034/10



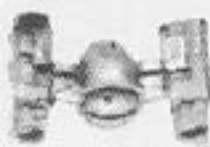
TRIKE CHASSIS  
071034/13



BIKE CHASSIS  
071034/15



SWIVEL MOUNTED  
MULTI MELTA  
RTB3/E



BOLTERS  
071034/16A



HEAD LIGHTS  
071034/16B



FRONT WHEEL  
071034/14



BIKE WHEEL  
071034/17



TRIKE WHEEL  
071034/18



SIDE CAR WHEEL  
071034/12



SIDE CAR  
071034/11

### THE COMPLETE HEAVY WEAPON TRIKE WITH SQUAT RIDERS CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
  - 1 x TRIKE CHASSIS
  - 1 x FRONT WHEEL
  - 1 x SQUAT RIDER
  - 1 x PLASTIC ARMED SQUAT FROM PAGE 54 FOR THE GUNNER
  - 2 x TRIKE WHEELS
  - 1 x SWIVEL MOUNTED MULTI MELTA
- PLEASE STATE WHICH ITEMS YOU REQUIRE

### THE COMPLETE BIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
  - 1 x BIKE CHASSIS
  - 1 x FRONT WHEEL
  - 1 x SQUAT RIDER
  - 1 x BIKE WHEEL
- PLEASE STATE WHICH ITEMS YOU REQUIRE

### THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF:

- 1 x COMPLETE BIKE WITH SQUAT RIDER
- 1 x SIDE CAR WHEEL
- 1 x LIVING ANCESTOR
- 1 x SIDE CAR

### THE COMPLETE TRIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
  - 1 x BIKE CHASSIS
  - 1 x FRONT WHEEL
  - 1 x SQUAT RIDER
  - 2 x TRIKE WHEELS
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS

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# SQUAT HEAVY WEAPONS

ALL OF THE GUNNER MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



COMMANDER 1  
071010/27



LOADER WITH  
MAGAZINE  
072045/13



GUNNER 1  
072129/10



COMMANDER 2  
072129/29



LOADER WITH  
PLASMA GUN  
071016/29



GUNNER 2  
072129/11



LAS CANNON  
072129/12



HEAVY BOLTER  
0721129/14



CONVERSION BEAMER  
072129/15



MULTI MELTA  
072129/13



EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS



# CHAOS SQUATS

THESE MODELS ARE SUPPLIED WITH PLASTIC CHAOS BACK PACKS AS STANDARD



CHAOS SQUAT IN  
POWER ARMOUR 1  
071085/3



CHAOS SQUAT IN  
POWER ARMOUR 2  
071085/2



CHAOS SQUAT IN  
POWER ARMOUR 3  
071085/1

THE COMPLETE CHAOS SQUAT  
IN EXO-ARMOUR CONSISTS OF:  
1 x CHAOS EXO-ARMOUR BODY  
1 x CHAOS BOLTER ARM  
1 x CHAINWORD ARM  
PLEASE STATE WHICH  
ITEMS YOU REQUIRE



CHAOS EXO-  
ARMOUR BODY 1  
071073/6



CHAOS EXO-  
ARMOUR BODY 2  
071073/5



EXAMPLES OF THE COMPLETED CHAOS  
SQUATS IN EX-ARMOUR MODELS.



CHAOS BOLTER ARM  
071073/7



CHAINWORD ARM  
071073/8

THESE MINIATURES ARE ALL SUPPLIED WITH A SQUAT ARM SPRUE  
AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



HORNS  
071085/6



BEAST LEG  
071085/5



TENTACLES  
071085/7



CLAW  
071085/4



SKULL HEAD  
071085/8

EXAMPLES OF THE COMPLETED CHAOS SQUAT MODELS



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# SQUATS IN EXO-ARMOUR



EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS



TRIKE WHEEL  
071034/18



BIKE WHEEL  
071034/17



TRIKE CHASSIS  
071073/10



LANCE ARM  
071073/9



BANNER POLE  
071073/11



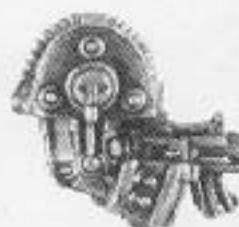
EXO-ARMOUR BODY 1  
071073/1



EXO-ARMOUR BODY 2  
071073/12



EXO-ARMOUR BODY 3  
071073/2



BOLTER ARM  
071073/3



POWER AXE ARM  
071073/4

## THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:

- 1 x BIKE WHEEL
  - 1 x TRIKE CHASSIS
  - 2 x TRIKE WHEELS
  - 1 x BANNER POLE
  - 1 x LANCE ARM
  - 1 x BOLTER ARM
  - 1 x EXO-ARMOUR BODY
- PLEASE STATE WHICH  
ITEMS YOU REQUIRE

## THE COMPLETE SQUAT IN EXO-ARMOUR CONSISTS OF :

- 1 x EXO-ARMOUR BODY
  - 1 x BOLTER ARM
  - 1 x POWER AXE ARM
- PLEASE STATE WHICH  
ITEMS YOU REQUIRE



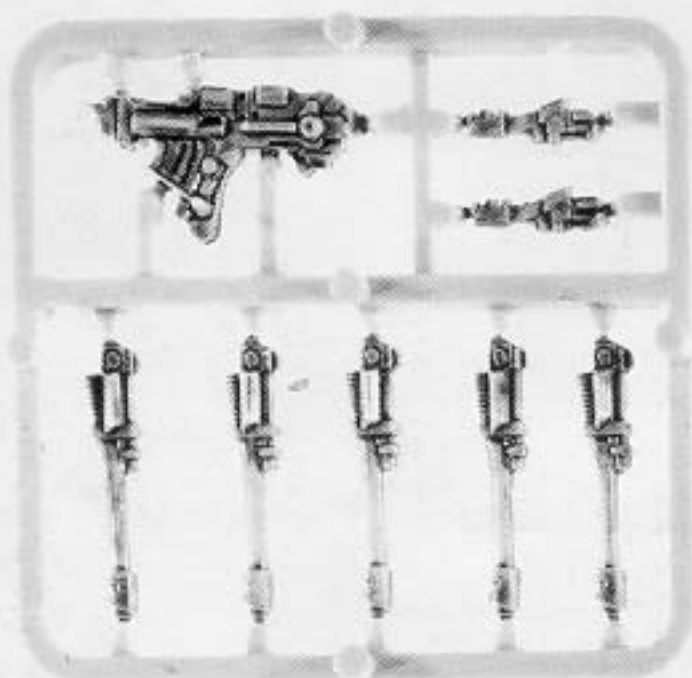
EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOUR MODELS



# SPACE DWARFS



The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space Dwarf Mercenary warriors. This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arms sprues and 36 round plastic bases

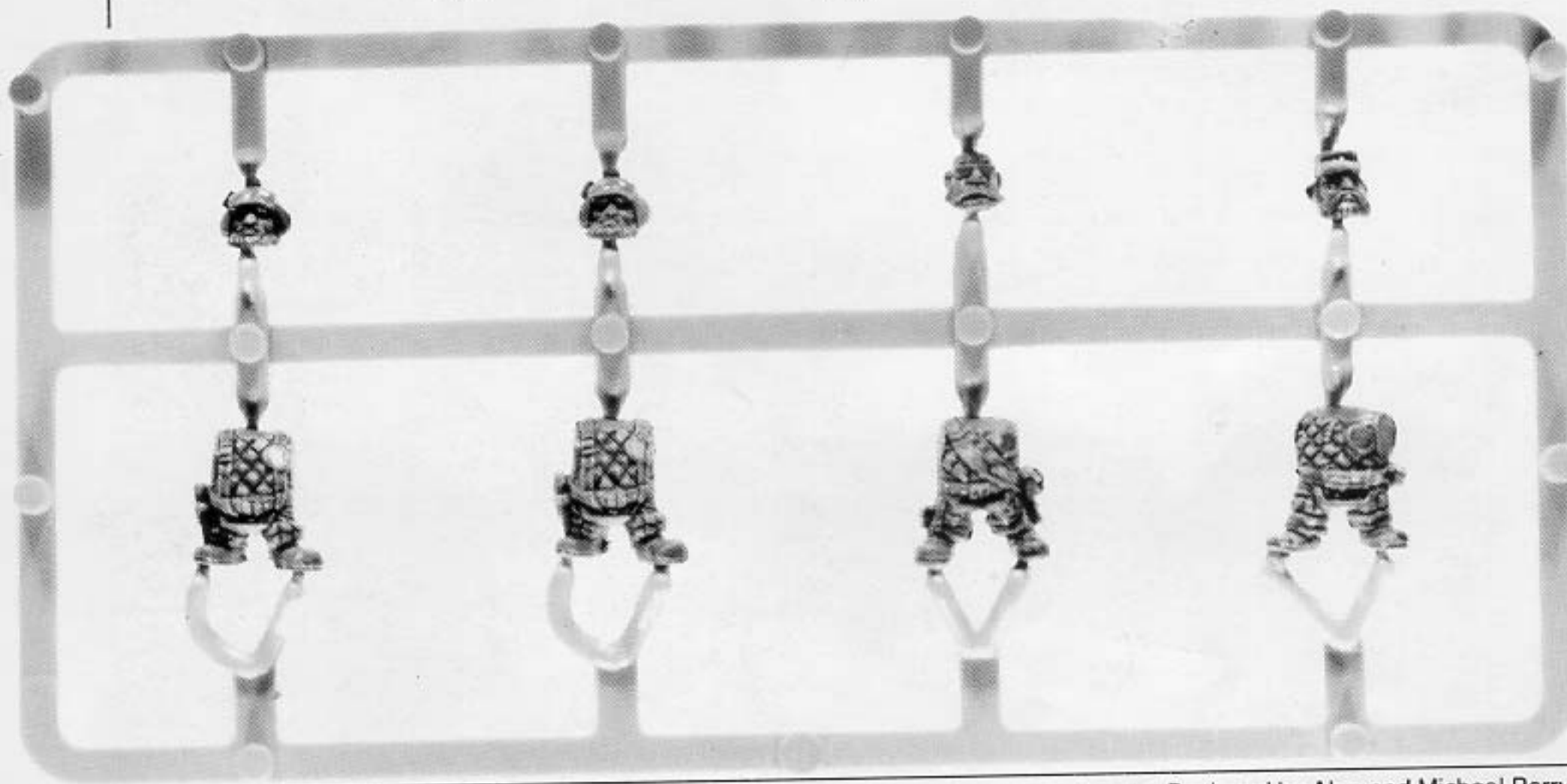


LAS GUNS AND HEAVY BOLTER SPRUE  
131329



SQUAT HEAD AND BODY SPRUE  
131304

SQUAT ARM SPRUE  
1321317



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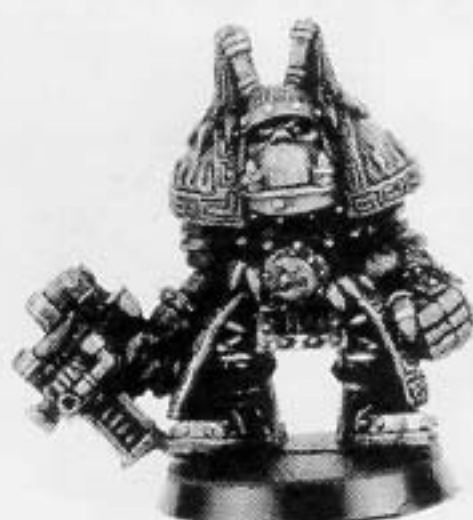








# ORK BOSSES



**BAD MOON 1\***  
070669/4



**DEATH SKULL**  
070669/6



**BLOOD AXE 1\***  
070669/1



**BAD MOON 2**  
070669/11



**GOFF 1**  
070669/3



**EVIL SUNZ 1**  
070669/5



**SNAKE BITE 1**  
070669/2

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED ORK BOSSES

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**CITADEL**  
MINIATURES

Designed by Kev Adams



# ORK BOSSES



GOFF 2  
070561/15



BIONIK ARM AND  
KUSTOM WEAPON 1\*  
070561/11



BIONIK ARM AND  
KUSTOM WEAPON 2\*  
070561/2



BAD MOON 3\*  
070561/4  
SEPERATE BANNER POLE  
070561/5



BOLTA AND  
POWER FIST\*  
070561/1



BIONIK EYE\*  
070561/3



PLASMA GUN\*  
070561/13



KUSTOM  
BIONIK ARM\*  
070561/12



BLOOD AXE 2  
070561/9



SNAKE BITE 2  
070561/7



GOFF 3  
070561/8



EVIL SUNZ 2  
070561/10

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED ORK BOSSES



# PAINBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS  
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



SCISSORS  
070620/11



STAINLESS STEEL SKULL  
070620/23



BONE SAW 1  
070620/22



PINCERS  
070620/10



BONE SAW 2  
070620/12



PINCERS AND  
HAIR SQUIG  
070620/24



EXAMPLES OF THE COMPLETED PAINBOYZ.

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# ORK DREADNOUGHT

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UPPER TORSO  
SECTION  
070644/1



MIDDLE TORSO  
SECTION  
070644/2



LOWER TORSO  
SECTION  
070644/3



LAS CANNON  
RTB3/M



HEAVY PLASMA GUN  
072129/5



STRAIGHT POWER CLAW ARM  
070644/8



LONG LEG  
070644/10



HATCH  
070644/4



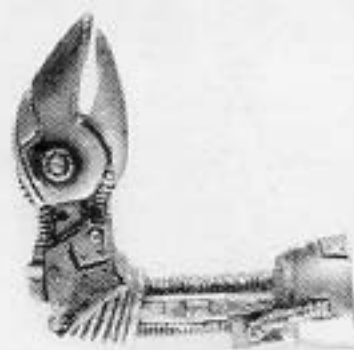
BANNER POLE  
070644/5



HEAVY FLAMER  
072129/3



MISSILE LAUNCHER  
072129/4



BENT POWER CLAW ARM  
070644/9



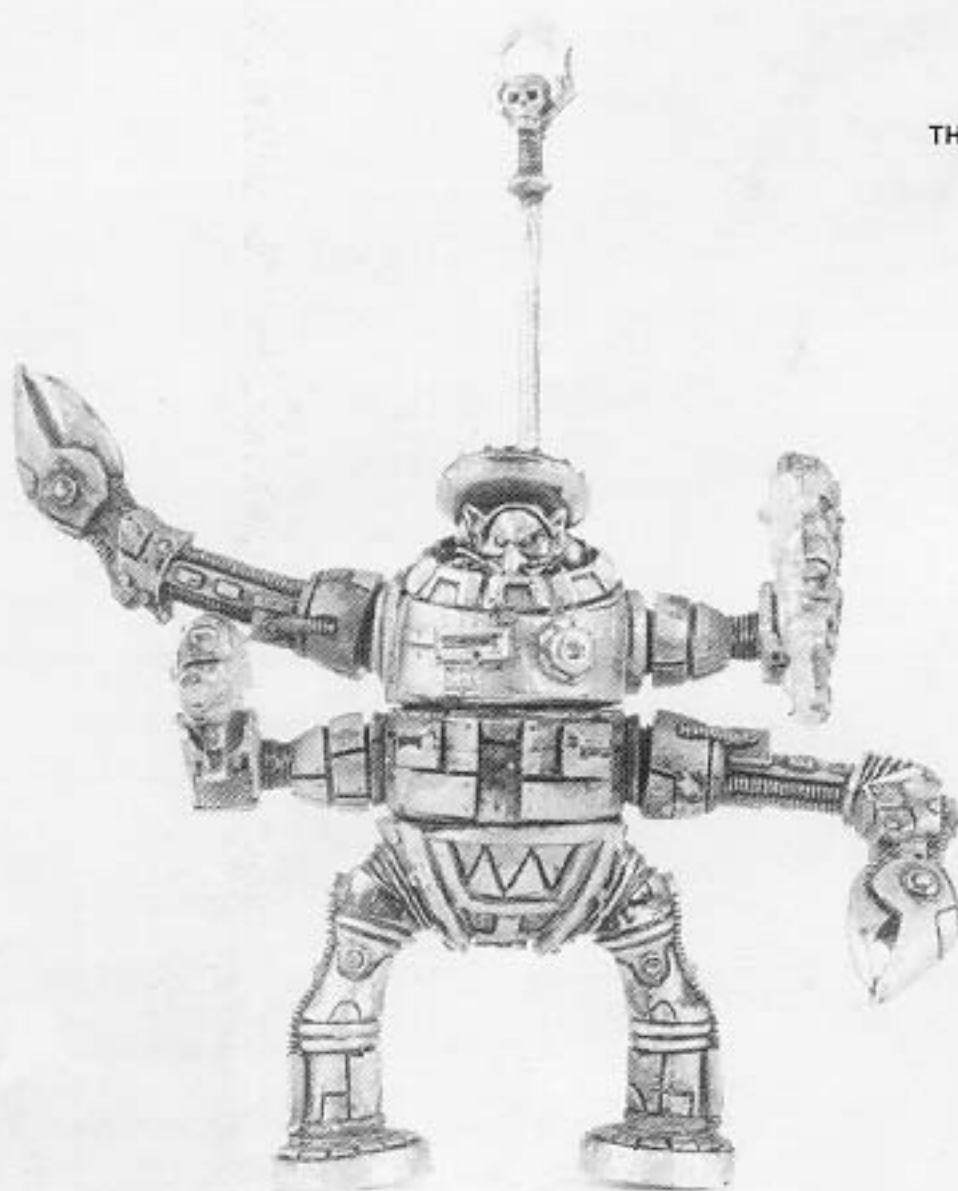
LEG  
070644/11



GRETCHIN PILOT  
070644/6



WEAPON MOUNT  
070644/7



EXAMPLE OF THE COMPLETED ORK DREADNOUGHT

## THE COMPLETE ORK DREADNOUGHT CONSISTS OF:

- 1 x UPPER TORSO SECTION
- 1 x MIDDLE TORSO SECTION
- 1 x LOWER TORSO SECTION
- 2 x POWER CLAW ARMS
- 1 x GRETCHIN PILOT
- 1 x BANNER POLE
- 2 x WEAPON MOUNTS
- 2 x WEAPONS
- 2 x LEGS
- 1 x HATCH

PLEASE STATE WHICH LEGS, WEAPONS  
AND POWER CLAW ARMS WHEN YOU ORDER.



CITADEL  
MINIATURES

Designed by Kev Adams

# MEKBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



KUSTOM WEAPON 1  
070620/21



BIG HAMMER  
070620/19



FLAME THROWER  
070620/20



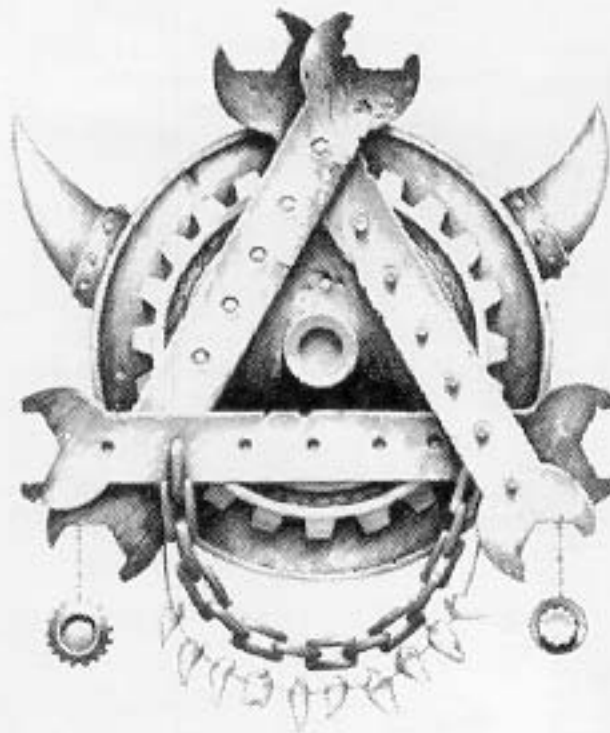
CUTTERS  
070620/3



WRENCH  
070620/2



KUSTOM WEAPON 2  
070620/1



EXAMPLES OF THE COMPLETED MEKBOYZ.

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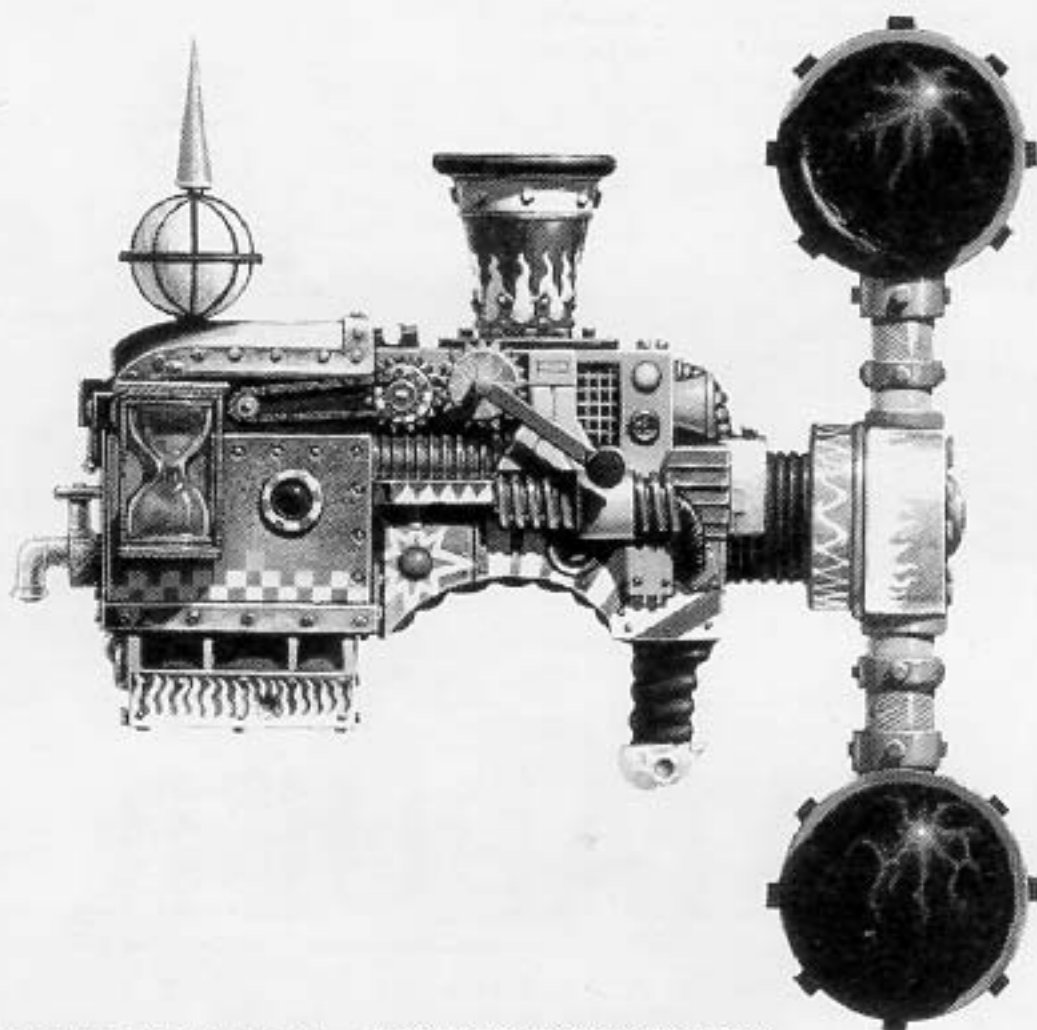


CITADEL  
MINIATURES

Designed by Kev Adams

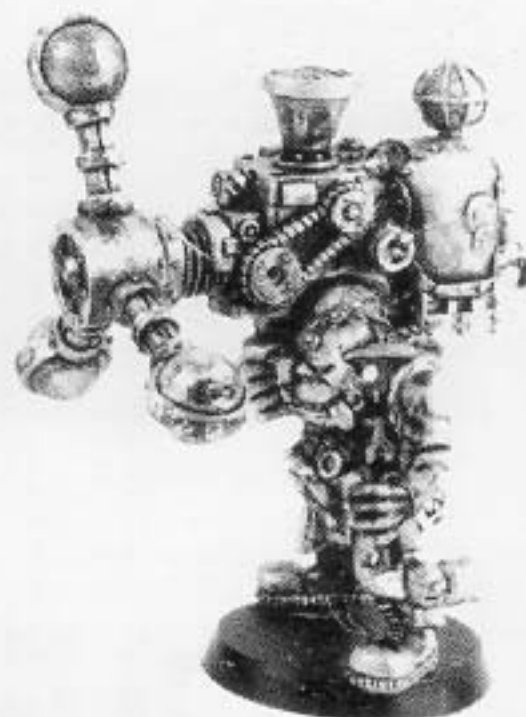


# ORK INVENTIONS



**SHOKK ATTACK GUN**

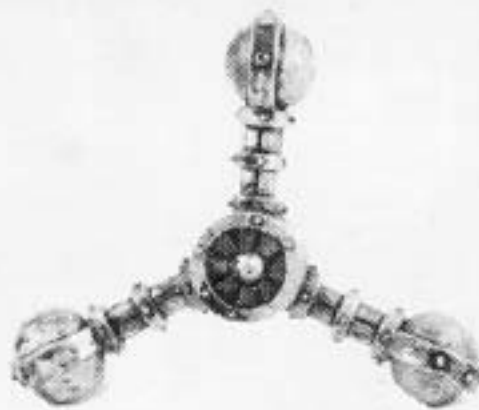
THIS MODEL IS SUPPLIED WITH A  
ORK ARMS SPRUE AS STANDARD



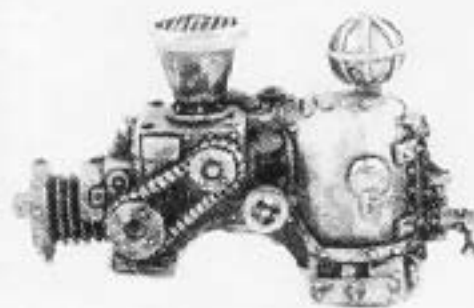
AN EXAMPLE OF THE COMPLETED  
SHOKK ATTACK GUN



**MEK BOY**  
070696/3

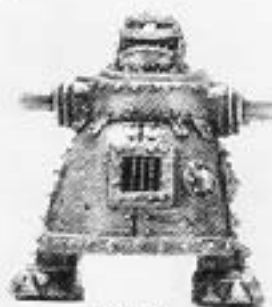


**SPINNING GUBBINGS**  
070696/1



**FIELD GENERATOR**  
070696/2

## RUNTBOT



**BODY**  
070671/1

THE COMPLETE RUNTBOT  
MODEL CONSISTS OF:  
1 x BODY  
2 x BOMB LOBBERS



**BOMB LOBBER**  
070671/2



THIS IS THE ASSEMBLED MODEL

## ROBOTZ



**"ELDAR" TINBOY**  
070671/5



**"SQUAT" TINBOY**  
070671/3



**"MARINE" TINBOY**  
070671/4

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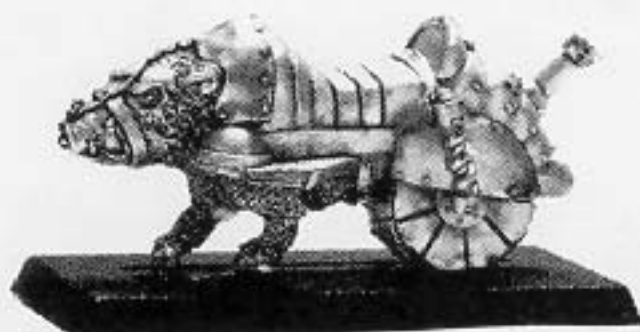
**CITADEL**  
MINIATURES

Designed by Kev Adams

# ORK CYBOAR

Designed by Colin Dixon

NOTE THAT THE ORK CYBOAR IS NOT SUPPLIED WITH A RIDER.  
ANY OF THE PLASTIC ORKS FROM THE SPACE ORK BOX SET  
WILL FIT ON THIS MODEL.



ORK CYBOAR  
070598/7

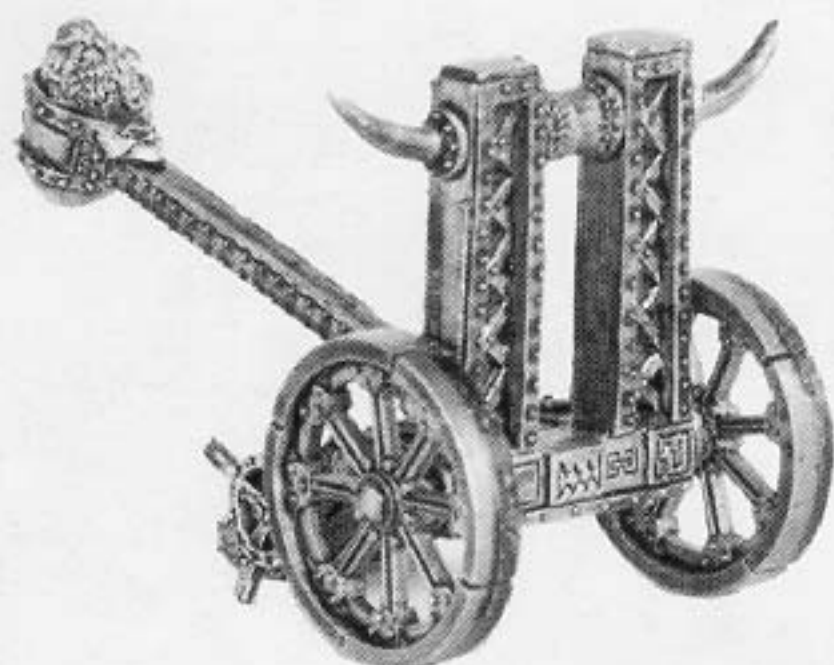


AN EXAMPLE OF A PLASTIC SPACE ORK  
RIDING THE ORK CYBOAR

# SQUIG KATAPULT

Designed by Kev Adams

THIS MODEL IS SUPPLIED WITH A  
ORK ARMS SPRUE AS STANDARD



THE COMPLETED KATAPULT



RUNTHERD WITH WHIP  
070703/6



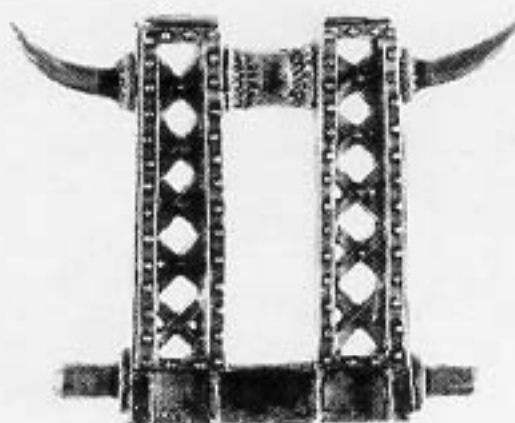
RUNT WITH  
DAGGER  
070703/9



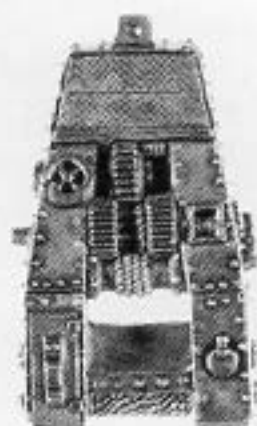
RUNT WITH BUZZER  
SQUIG POT  
070703/8



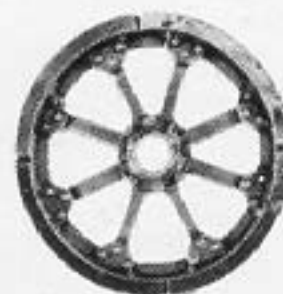
RUNT WITH A  
BAG OF SQUIGS  
070703/7



KATAPULT  
FRONT  
070703/1



KATAPULT  
BASE  
070703/2



WHEEL  
072045/8



WINDING  
HANDLE  
070703/4



PILE OF  
SQUIGS  
070703/5



KATAPULT  
ARM  
070703/3

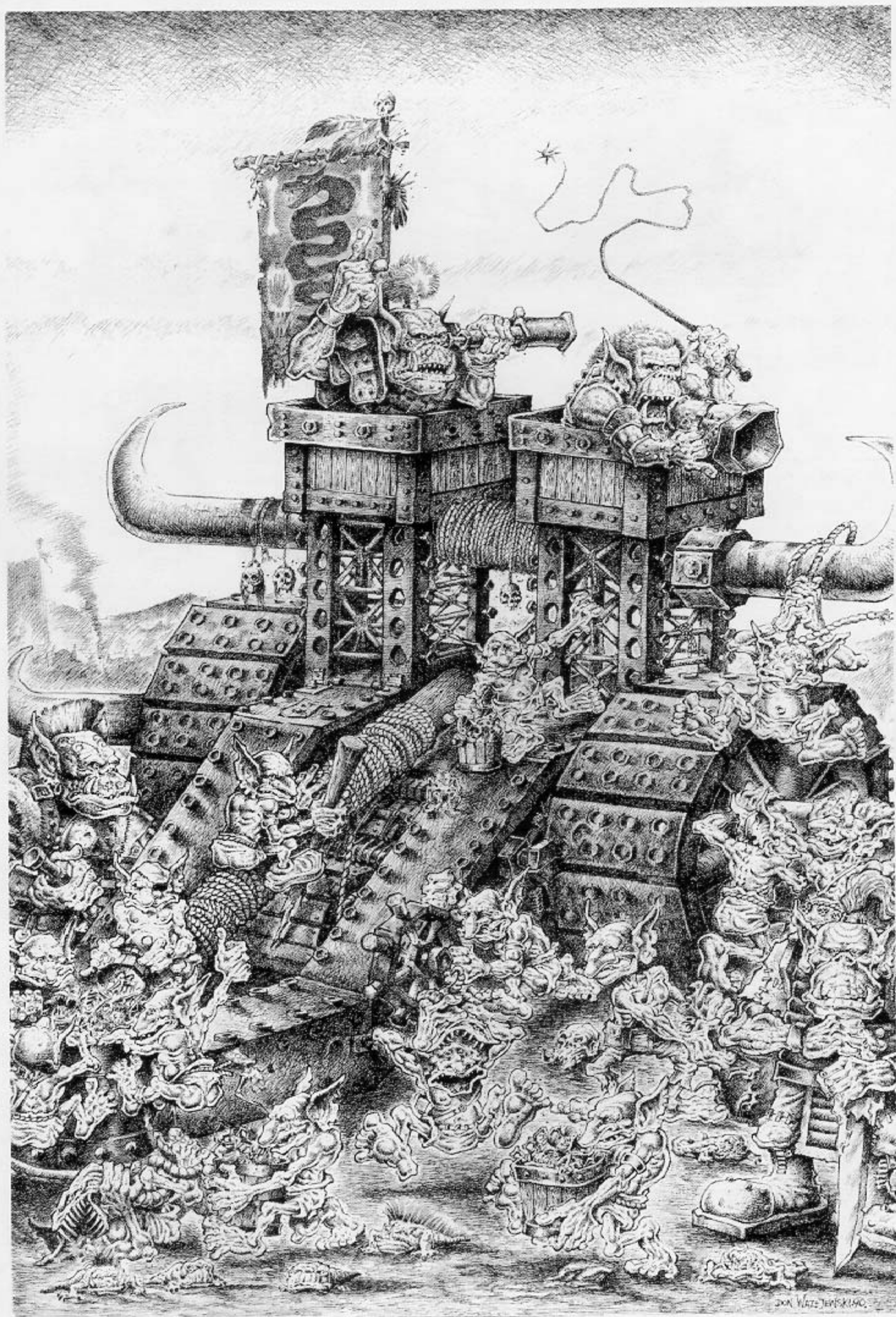
THE COMPLETE SQUIG KATAPULT CONSISTS OF:

1 x RUNTHERD WITH WHIP	1 x RUNT WITH DAGGER
1 x RUNT WITH BUZZER SQUIG POT	2 x WHEELS
1 x RUNT WITH A BAG OF SQUIGS	1 x WINDING HANDLE
1 x PILE OF SQUIGS	1 x KATAPULT BASE
1 x KATAPULT FRONT	1 x KATAPULT ARM

MINIATURES SUPPLIED UNPAINTED. WARNING: THE PRODUCT CONTAINS SMALL PARTS. NOT TOY. © Copyright Games Workshop Ltd. All rights reserved.









# RUNTHERDZ RUNTS & SQUIGS

THE RUNTHERD MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



Snake Biter Runtherd  
with Runt-Pole  
070620/14



Runtherd with  
Runt-Hook and Peg Leg  
070602/17



Death Skull Runtherd  
with Megaphone  
070620/18



Runtherd with  
Hook Hand  
070620/13



Snake Bite Runtherd  
with Bionic Hook Arm  
070620/16



Runtherd with  
Megaphone  
070620/15



Runt Selling  
Squigs  
070669/10A



Runt with  
Serving Platter  
070669/9A



Runt with  
Spanner  
070669/10B



Runt with  
Cutters  
070669/9B



Runt with Stikk Bomb  
and Ammo Box  
070669/10C



Runt with  
Plans  
070669/10D



Runt with  
Shell  
070669/9C



Runt with  
Pennant  
070669/9D



SQUIG 4  
070669/7A



SQUIG 1  
070669/8A



SQUIG 2  
070669/8B



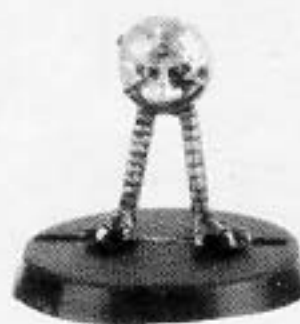
SQUIG 3  
070669/8C



SQUIG 5  
070669/8D



SQUIG 6  
070669/7B



SQUIG 7  
070669/7C

EXAMPLES OF THE COMPLETED RUNTHERD MODELS.



Designed by Kev Adams

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# GRETCHIN



CARRYING A  
AMMO BOX AND  
SHOTGUN  
070559/11



CARRYING  
A WRENCH  
070559/14



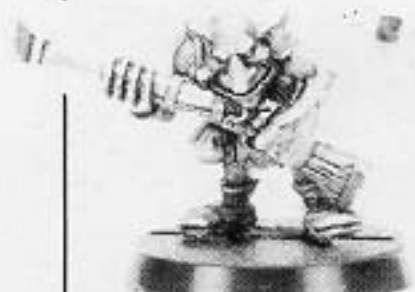
ARMED WITH A  
KNIFE AND SAWN  
OFF SHOTGUN 1  
070559/12



GRETCHIN WITH A  
PEG LEG AND  
BLUNDERBUSS  
070559/16



LOADING A  
BLUNDERBUSS  
070559/10



ARMED WITH A  
BLUNDERBUSS 1  
070559/7



ARMED WITH A  
KNIFE AND SAWN  
OFF SHOTGUN 2  
070559/1



ARMED WITH A  
BLUNDERBUSS 2  
070559/15



ARMED WITH A  
SHOTGUN 1  
070559/9



ARMED WITH A  
BLUNDERBUSS 3  
070559/8



ARMED WITH A  
SAWN OFF SHOTGUN  
070559/13



ARMED WITH A  
BLUNDERBUSS 4  
070559/4



CARRYING A  
BOLTER  
070561/6



ARMED WITH A  
BLUNDERBUSS 5  
070559/6



ARMED WITH A  
KNIFE AND SAWN  
OFF SHOTGUN 3  
070559/5



ARMED WITH A  
BLUNDERBUSS 6  
070559/7



ARMED WITH A  
BLUNDERBUSS 7  
070559/6



ARMED WITH A  
BLUNDERBUSS 8  
070559/3



FREEBOOTER  
GRETCHIN ARMED  
WITH A SHOTGUN 1  
070559/22



ARMED WITH A  
BLUNDERBUSS 9  
070559/8



ARMED WITH A  
SHOTGUN 2  
070559/9



FREEBOOTER  
GRETCHIN ARMED  
WITH A SHOTGUN 2  
070559/20



FREEBOOTER  
GRETCHIN ARMED  
WITH A KNIFE AND A  
SAWN OFF SHOTGUN  
070559/18



ARMED WITH A  
BLUNDERBUSS 10  
070559/17



ARMED WITH A  
BLUNDERBUSS 11  
070559/19



ARMED WITH A  
KNIFE AND SAWN  
OFF SHOTGUN 4  
070559/2



PLAYING  
SQUIGPIPES  
070559/25



CARRYING A  
BAD MOON  
BANNER POLE  
070559/24



CARRYING A  
TORCH AND  
ARMED WITH A  
BLUNDERBUSS  
070559/23



FREEBOOTER  
GRETCHIN WITH  
BLUNDERBUSS  
070559/21



Designed by Kev Adams with Colin Dixon

# ORK MADBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS  
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



MADBOY 1  
070618/14



MADBOY 2  
070618/6



MADBOY 3  
070618/3



MADBOY 4  
070618/11



MADBOY 5  
070618/8



MADBOY 6  
070618/4



MADBOY 7  
070618/7



MADBOY 8  
070618/1



MADBOY 9  
070618/2



MADBOY 10  
070618/15



MADBOY 11  
070618/17



MADBOY 12  
070618/16



MADBOY 13  
070618/9



MADBOY 14  
070618/13



MADBOY 15  
070618/10



MADBOY 16  
070618/5



MADBOY 17  
070618/18



MADBOY 18  
070618/12



EXAMPLES OF THE COMPLETED ORK MADBOYZ.

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CITADEL  
MINIATURES

Designed by Kev Adams with the Citadel Design Team



# WEIRD BOYZ



**BLOOD AXE**  
070620/8



**SNAKE BITE**  
070620/9



**EVIL SUNZ**  
070620/4



**GOFF**  
070620/7



**DEATH SKULL**  
070620/5

ALL OF THESE MODELS, EXCEPT FOR THE GOFF, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



**BAD MOON**  
070620/6



**WEIRD BOY 1**  
070657/5



**WEIRD BOY 2**  
070657/4



**WARHEAD WEIRDBOY**  
070683/15

## MINDERZ



**MINDERZ FIRING  
WEIRD BOY**  
070657/2



**MINDERZ HOLDING  
WEIRD BOY**  
070657/1



**MINDER 1**  
070605/25



**FREEBOOTER MINDER**  
070657/3



**MINDER HOLDING  
COPPER STAFF**  
070605/19

## EXAMPLES OF THE COMPLETED ORK WEIRD BOYZ.



Designed by Kev Adams with the Citadel Design Team



# ORK FREEBOOTERZ



FLASH GIT NOB WITH POWER CLAW AND KUSTOM WEAPON\*  
070561/14



RENEGADE MEK WITH BIONIK WEAPON  
070683/6



BAD DOC WITH BIONIK POWER CLAW  
070683/7



FREEBOOTER BOY 1  
070683/3



FREEBOOTER BOY 2  
070683/5



FREEBOOTER KAPTIN  
070683/4



STORMBOY OF KHORNE  
070683/1



PIRATE WITH BIONIK BODY\*  
070683/2



FLASH GIT NOB  
070683/14



FREEBOOTER BOY 3  
070683/13



ORK/GENESTEALER HYBRID  
070683/12



ORK CHAOS CHAMPION  
070683/8



FREEBOOTER BOY 4  
070683/9



ORK MUTANT  
070683/10



FREEBOOTER BOY 5  
070683/11



FREEBOOTER BOY 6  
07683/16

ALL OF THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

## EXAMPLES OF THE COMPLETED ORK FREEBOOTERZ.



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Designed by Kev Adams



# ORK BOYZ

## STANDARD BEARERS



BOLTA AND  
HELMET 1  
070510/10



BOLTA AND  
HELMET 2  
070510/15



BOLTA AND  
GOGGLES  
070510/17

## COMMANDERS



BOLTA AND  
POWER ARM 1  
070510/38



PLASMA PISTOL  
AND POWER ARM  
070510/45



BOLTA AND  
POWER ARM 2  
070510/31

## CHAMPIONS



POWER SWORD,  
HELM AND GOGGLES  
070510/34



POWER AXE  
070510/36



POWER AXE AND HELM  
070510/41

## MUSICIANS



DRUM AND HELMET  
070510/68



DRUM AND CAP  
070510/67

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CITADEL  
MINIATURES

Designed by Kev Adams

# ORK BOYZ



**BOLTA 1**  
070510/32



**BOLTA 2**  
070510/2



**BOLTA AND  
STICKBOMB 1**  
070510/54



**BOLTA AND  
CHAINSWORD 1**  
070510/43



**BOLTA AND  
KLEAVE**  
070510/7



**BOLTA 3**  
070510/48



**FLAMER 1**  
070510/5



**PLASMA GUN 1**  
070510/37



**BOLTA 4**  
070510/51



**BOLTA AND  
GUTRIPPA 1**  
070510/50



**BOLTA 5**  
070510/39



**BOLTA 6**  
070510/4



**BOLTA 7**  
070510/53



**BOLTA 8**  
070510/8



**BOLTA 9**  
070510/47



**PLASMA GUN 2**  
070510/52



**BOLTA 10**  
070510/40



**BOLTA AND  
STICKBOMB 2**  
070510/46



**BOLTA 11**  
070510/6



**BOLTA 12**  
070510/33



**BOLTA 13**  
070510/35



**BOLTA 14**  
070510/44



**BOLTA 15**  
070510/11



**BOLTA AND  
CHAINSWORD 2**  
070510/1



**BOLTA AND  
GUTRIPPA 2**  
070510/3

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**CITADEL**  
MINIATURES

Designed by Kev Adams



# ORK BOYZ



Designed by Kev Adams



# ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS  
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

## GOFFS



GOFF 1  
070605/1



GOFF 2  
070605/6



SNAKE BITE 1  
070605/8



SNAKE BITE 2  
070605/7

## BAD MOONS



BAD MOON 1  
070605/16



BAD MOON 2  
070605/14



BAD MOON 3  
070605/13



BAD MOON 4  
070605/26

## BLOOD AXES



BLOOD AXE 1  
070605/21



BLOOD AXE 2  
070605/2



BLOOD AXE 3  
070605/3

## EXAMPLES OF THE COMPLETED ORK BOYZ.



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Designed by Kev Adams

CITADEL  
MINIATURES



# ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

## EVIL SUNZ



EVIL SUN 1  
070605/27



EVIL SUN 2  
070605/18



DEATH SKULL 1  
070605/22



DEATH SKULL 2  
070605/11



DEATH SKULL 3  
070605/12



BOY 1  
070605/17



BOY 2  
070605/24



BOY 3  
070605/20



BOY 4  
070605/5



BOY 5  
070605/15



BOY 6  
070605/10



BOY 7  
070605/9



BOY 8  
070605/23



BOY 9  
070605/4

## GOFF ROK BAND



ROKKER 1  
070730/2



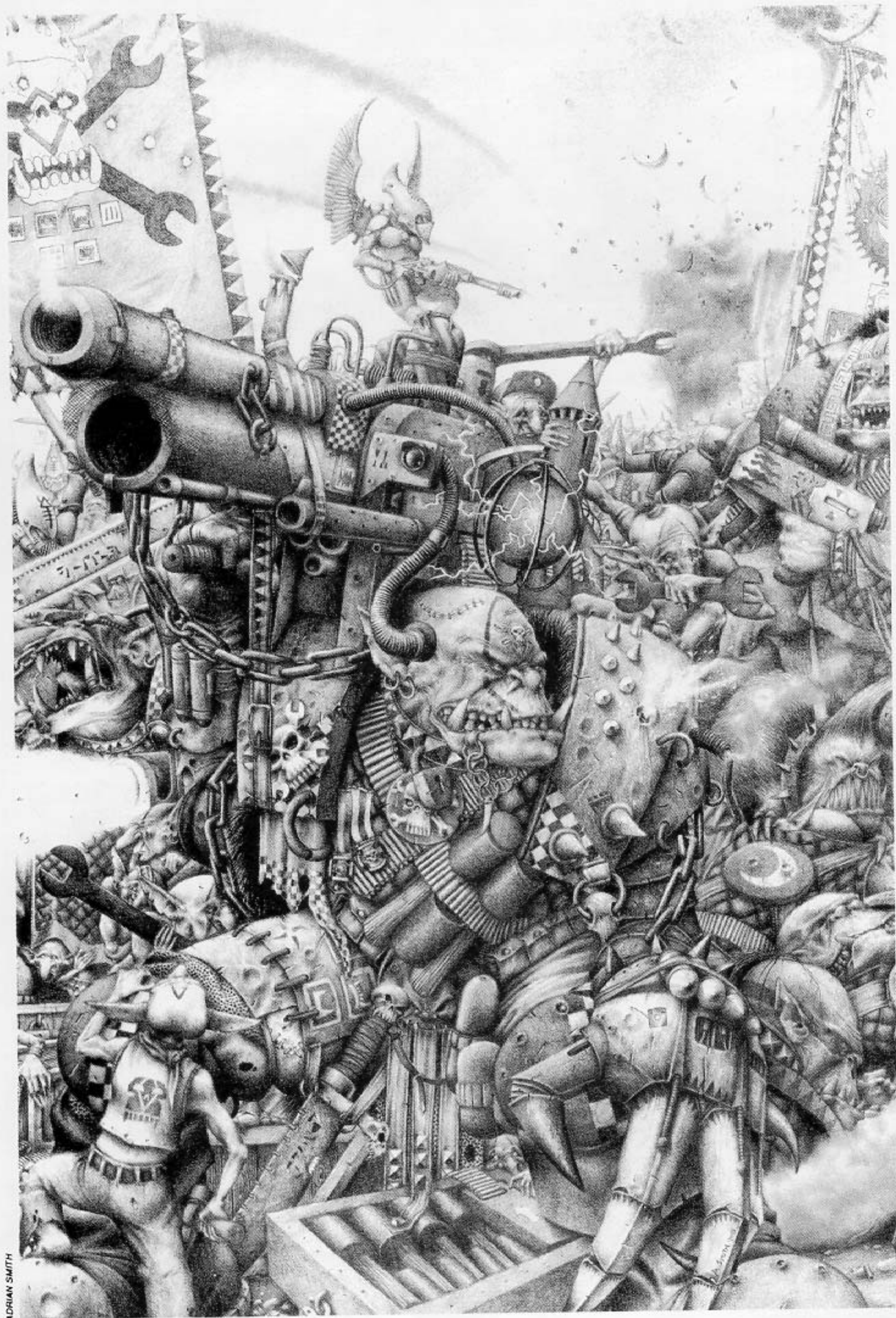
ROKKER 2  
070730/3



ROKKER 3  
070730/1

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ADRIAN SMITH



# ORK HEAVY WEAPONS



**GUNNER 1**  
072129/9



**GUNNER 2  
WITH KNIFE**  
072129/2



**GUNNER 3**  
072129/7



**GUNNER 4  
WITH BOLTA**  
072129/8



**GUNNER 5**  
072129/1

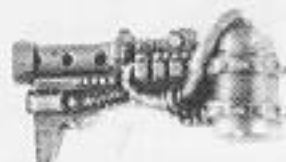


**GUNNER 6  
WITH BOLTER**  
072129/6

EACH OF THE ABOVE MODELS IS SUPPLIED WITH ONE OF THE WEAPONS SHOWN BELOW AS STANDARD. PLEASE STATE WHICH YOU REQUIRE WHEN ORDERING



**HEAVY PLASMA GUN**  
072129/5



**FLAMER**  
072129/3



**MISSILE LAUNCHER**  
072129/4



EXAMPLES OF THE COMPLETED HEAVY WEAPON ORK MODELS

Designed by Kev Adams



# SPACE ORK RAIDERS

BOXED SET OF 17 METAL MINIATURES



THUGG BULLNECK  
ORK WARBOSS  
RTB02/H



NOB WITH BOLTA  
AND KNIFE  
RTB02/F



NOB WITH BOLTA  
AND BOLT PISTOL  
RTB02/G



ORK WITH BOLTA 1  
RTB02/C



ORK WITH BOLTA 2  
RTB02/A



ORK WITH BOLTA 3  
RTB02/D



ORK WITH BOLTA 4  
RTB02/G



THIS BOX SET CONSISTS OF:  
1 x THUG BULLNECK ORK WARBOSS  
1 x NOB WITH BOLTA AND KNIFE  
1 x NOB WITH BOLTA AND BOLT PISTOL  
1 x ORK WITH HEAVY BOLTA  
13 x RANDOM ORKS WITH BOLTA'S



ORK WITH HEAVY BOLTA  
RTB02/E

Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.  
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CITADEL  
MINIATURES

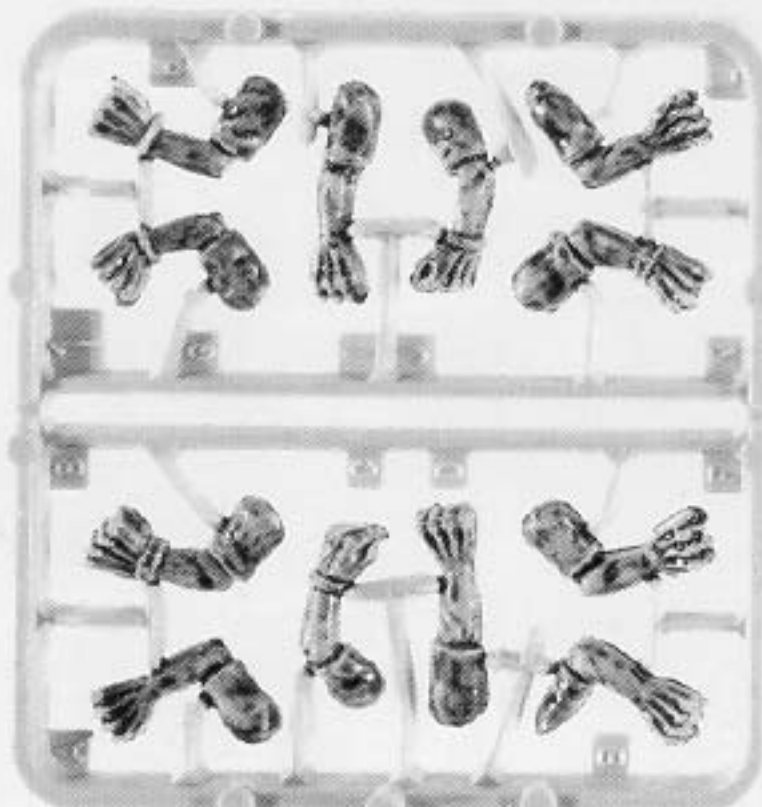
Designed by Kev Adams



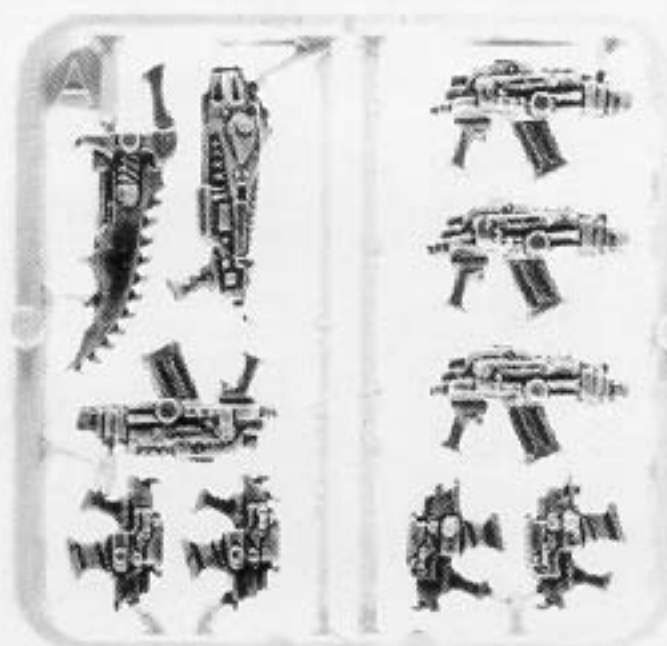
# SPACE ORKS



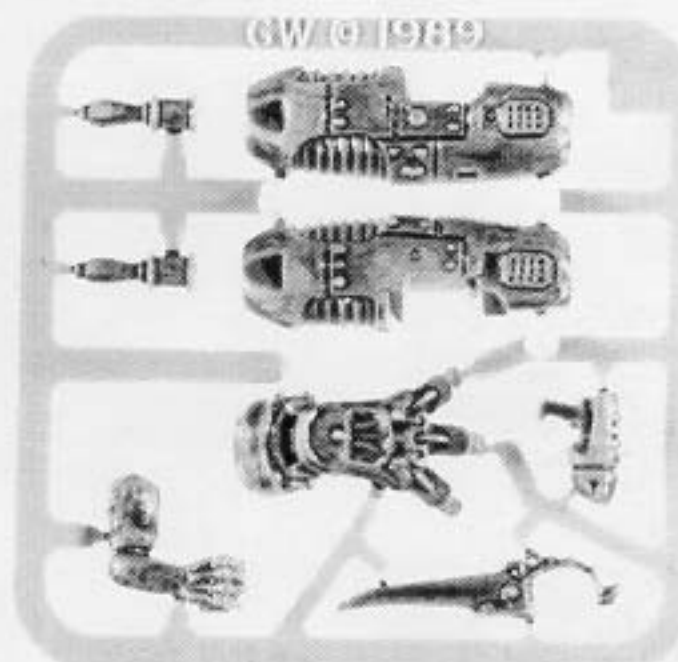
THE SPACE ORKS BOXED SET CONTAINS ENOUGH PLASTIC SPRUES TO MAKE 36 SPACE ORK BOYZ. EACH BOX CONTAINS: 6 ORK BODY SPRUES, 4 ORK WEAPON SPRUES, 4 ORK HEAVY WEAPON SPRUES AND 6 ORK ARM SPRUES.



ORK ARMS SPRUE  
102531

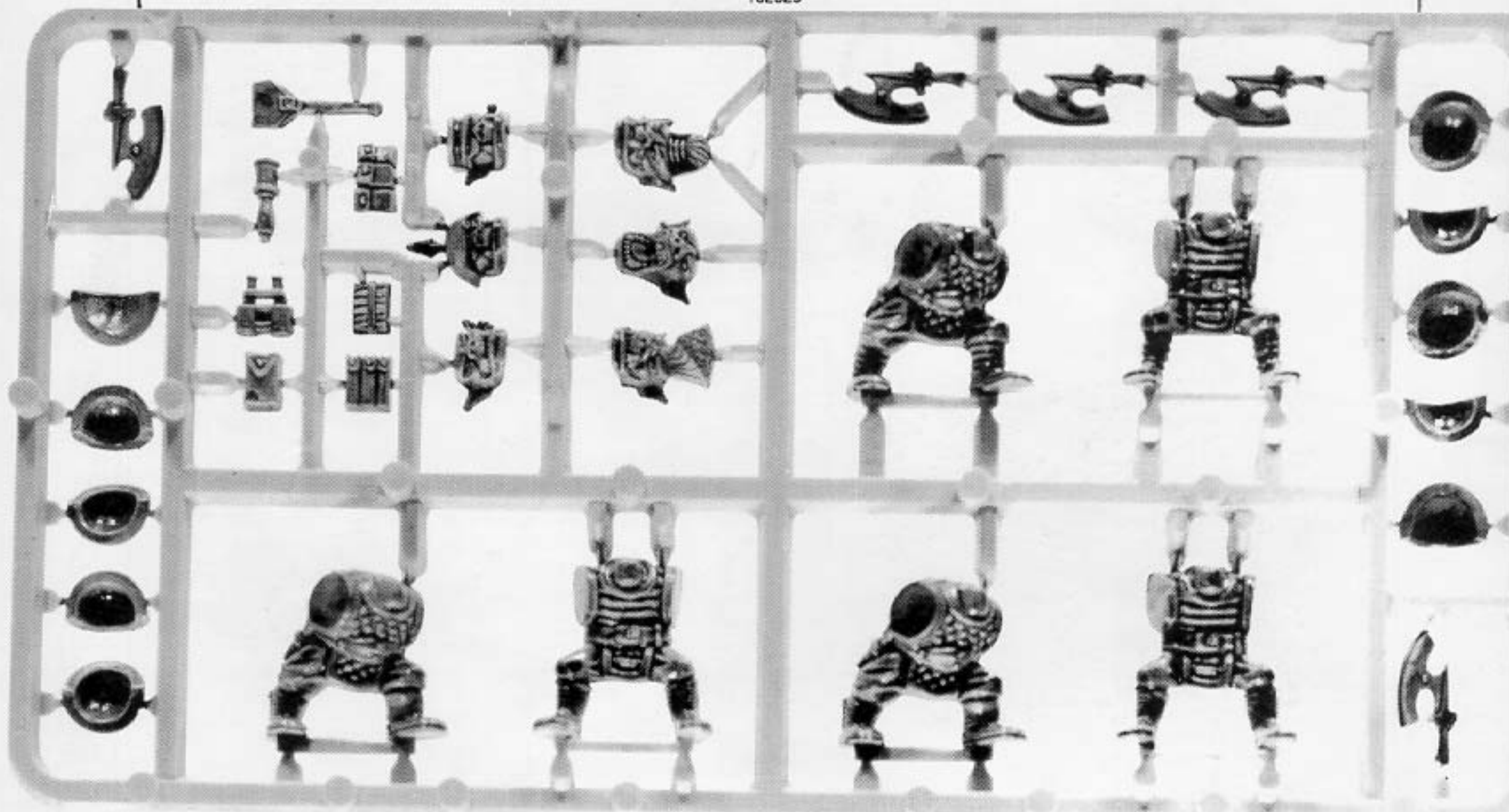


ORK WEAPONS SPRUE  
(4 BOLTERS, 4 BOLT PISTOLS,  
1 PLASMA PISTOL AND CHAIN SWORD)  
102749



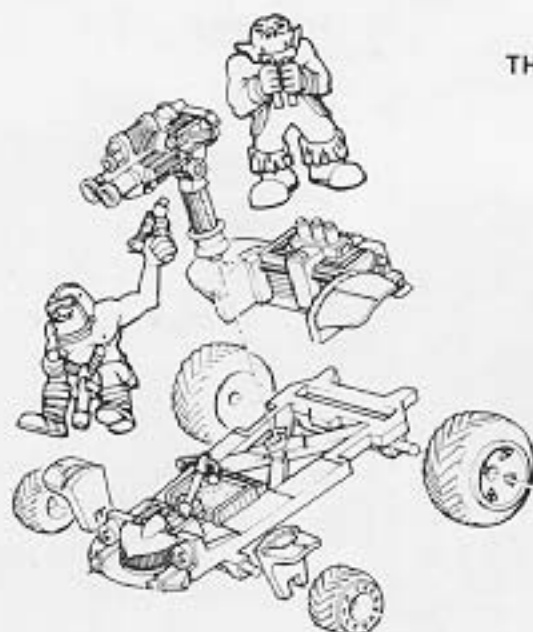
ORK HEAVY WEAPON SPRUE  
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK  
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)  
102752

ORK BODY SPRUE  
102529



Designed by the Citadel Design Team

# ORK WAR BUGGY



THE COMPLETE ORK WAR BUGGY CONSISTS OF:

- 1 x CHASSIS
- 1 x ENGINE
- 2 x FRONT WHEELS
- 2 x REAR WHEELS
- 2 x AXLES
- 1 x WEAPON
- 1 x DRIVER
- 1 x GUNNER

PLEASE STATE WHICH DRIVER, GUNNER AND WEAPON YOU REQUIRE WHEN ORDERING.



EXAMPLE OF THE COMPLETE ORK WAR BUGGY

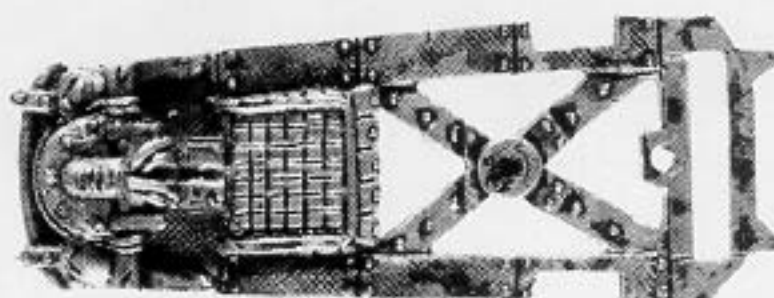


FRONT WHEEL  
070546/31

REAR WHEEL  
070546/30



AXLE  
070546/29



CHASSIS  
070546/25



ENGINE  
070546/26

## WEAPONS



MULTI-MELTA  
070546/32



HEAVY BOLTERS  
070546/32



HEAVY PLASMA GUN  
070546/32

## DRIVERS



PLASMA PISTOL  
070546/27



HELMET AND BOLT PISTOL  
070546/27



BOLT PISTOL  
070546/27

## GUNNERS



STUDDED HELM  
070546/28



BARE HEAD  
070546/28



SPIKED HELM  
070546/28

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CITADEL  
MINIATURES

Designed by Kev Adams



# ORK WARBIKES

THE COMPLETE NOBZ WARBIKE CONSISTS OF:  
 1 x BIKE CHASSIS  
 1 x DRIVER  
 1 x NOB PASSENGER WITH PLASMA GUN  
 1 x PASSENGER SEAT WITH BANNER POLE  
 1 x HANDLE BARS  
 1 x DRIVER'S LEGS  
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



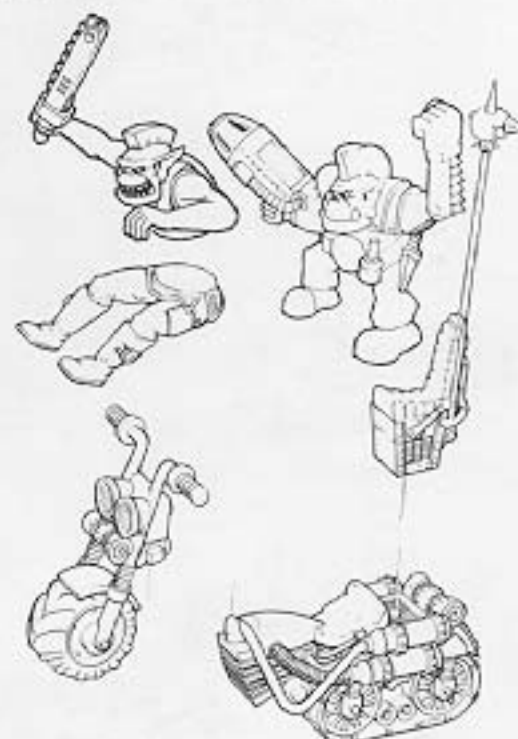
THE COMPLETE NOBZ WARBIKE



NOB PASSENGER  
WITH PLASMA GUN  
070598/5



PASSENGER SEAT  
WITH BANNER POLE  
070598/6



HANDLE BARS  
070546/2



BIKE CHASSIS  
070598/1



DRIVER WITH  
CHAINSWORD  
070598/4



DRIVER 1  
070598/3



DRIVER 3  
070546/21



DRIVER 2  
070546/5

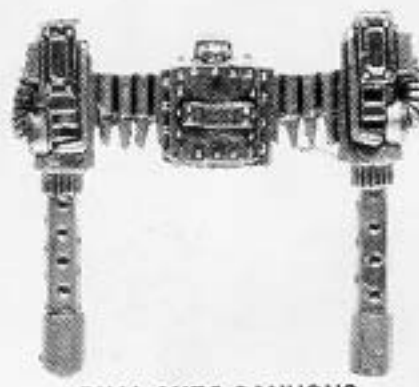


DRIVER'S  
LEGS  
070546/4

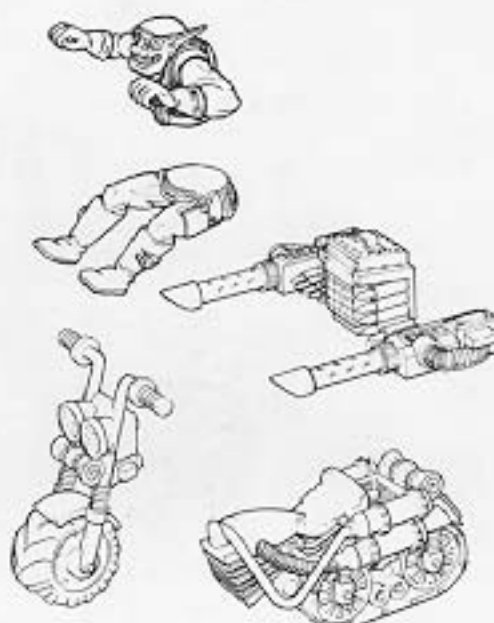
THE COMPLETE ORK WARBIKE CONSISTS OF:  
 1 x BIKE CHASSIS  
 1 x DRIVER  
 1 x DUAL AUTO CANNONS  
 1 x HANDLE BARS  
 1 x DRIVER'S LEGS  
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



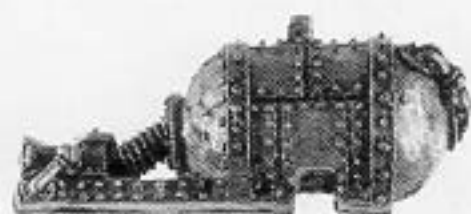
THE COMPLETE ORK WARBIKE



DUAL AUTO CANNONS  
070598/2



# ORK SCORCHER



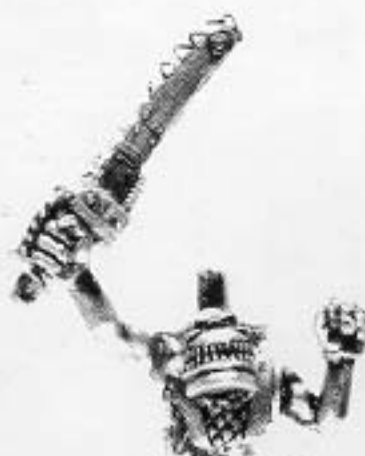
FUEL TANK  
070546/15



AXLE  
070546/24



WHEEL  
070546/11



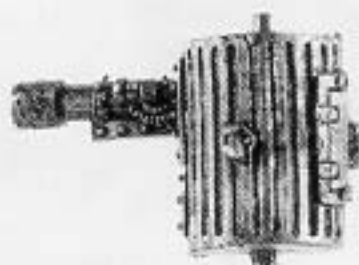
DRIVER WITH  
CHAINSWORD  
070598/4



DRIVER 1  
070598/3



CONNECTING LINK  
070546/20



TURRET  
070546/16



DRIVER 2  
070546/5



DRIVER 3  
070546/21



OPEN HATCH WITH  
ORK GUNNER  
070546/17



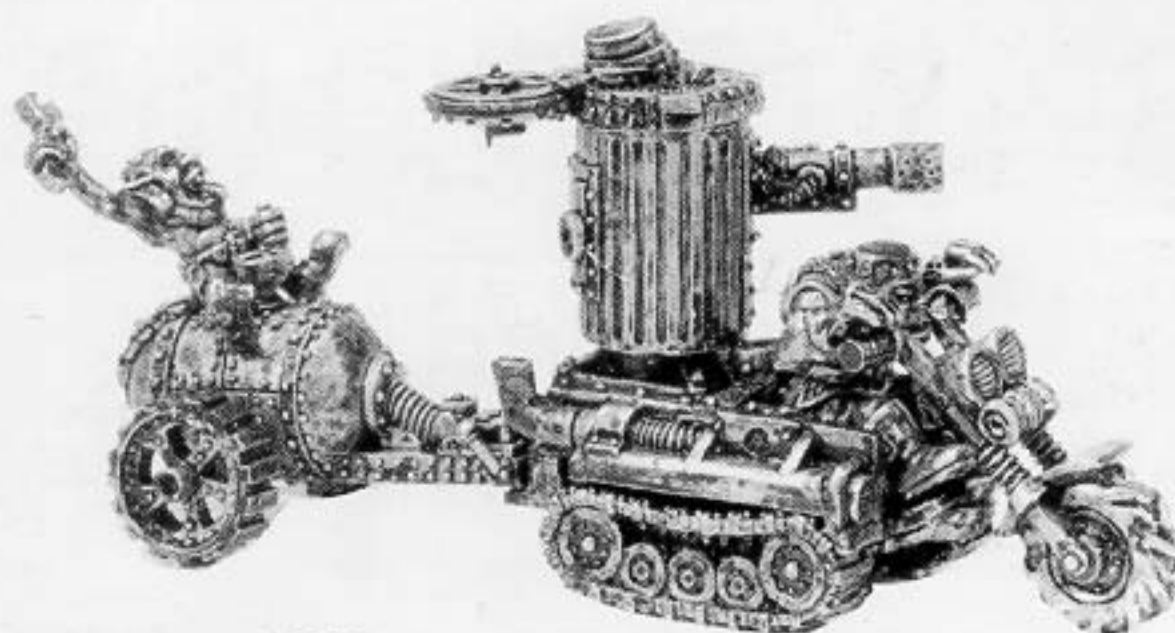
CLOSED HATCH  
070546/18



PLATFORM  
070546/19



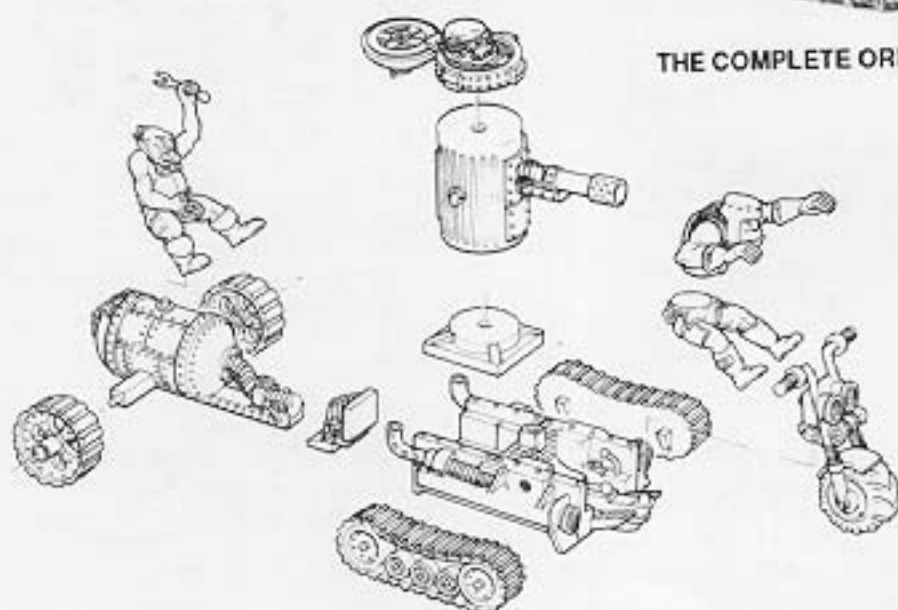
DRIVER'S  
LEGS  
070546/4



THE COMPLETE ORK SCORCHER



SNOTLING PUMPER  
070546/22



## THE COMPLETE ORK SCORCHER CONSISTS OF:

- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x DRIVER'S LEGS
- 1 x SNOTLING PUMPER
- 1 x FUEL TANK
- 1 x AXLE
- 2 x WHEELS
- 1 x CONNECTING LINK
- 1 x OPEN HATCH WITH ORK GUNNER
- 1 x CLOSED HATCH
- 1 x TURRET
- 1 x PLATFORM

PLEASE STATE WHICH DRIVER YOU  
REQUIRE WHEN ORDERING.

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CITADEL  
MINIATURES

Designed by Kev Adams



# ORK WARTRAK

Designed by Kev Adams



DRIVER 1  
070598/3



DRIVER WITH  
CHAINSWORD  
070598/4



THE COMPLETE ORK WARTRAK



DRIVER'S  
LEGS  
070546/4



DRIVER 2  
070546/5



DRIVER 3  
070546/21

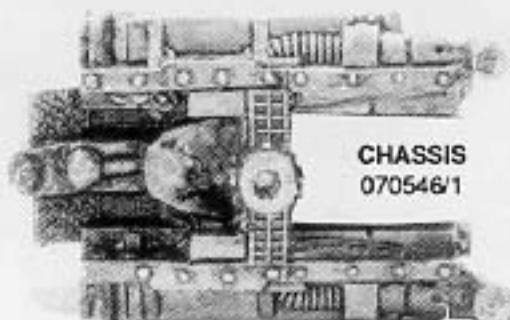
## THE COMPLETE ORK WARTRAK CONSISTS OF:

- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x GUNNERS PLATFORM
- 1 x LAS-CANNON
- 1 x WARTRAK GUNNER
- 1 x COMPLETE HOP SPLAT  
FIELD GUN WITH CREW

PLEASE STATE WHICH DRIVER YOU  
REQUIRE WHEN YOU ORDER.



HANDLE BARS  
070546/2



CHASSIS  
070546/1



TRACK  
070546/3



GUNNER'S  
PLATFORM  
070546/23



LAS-CANNON  
070546/9



WARTRAK  
GUNNER  
070546/7

# HOP SPLAT FIELD GUN

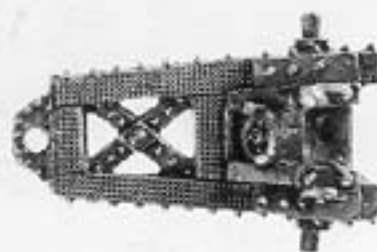
Designed by Kev Adams



HOPSPLAT  
GUN  
070546/6



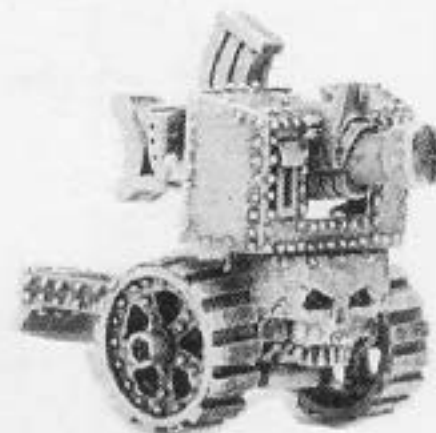
GUN SHIELD  
070546/12



HOPSPLAT  
CHASSIS  
070546/10



WHEEL  
070546/11



THE COMPLETE HOP SPLAT FIELD GUN



MEKBOY WITH  
WHIP AND WRENCH  
070546/8



GRETCHIN  
LOADER 1  
070546/14



GRETCHIN  
LOADER 2  
070546/13

## THE COMPLETE HOP SPLAT FIELD GUN CONSISTS OF:

- 1 x HOP SPLAT CHASSIS
  - 1 x HOP SPLAT GUN
  - 2 x WHEELS
  - 1 x GUN SHIELD
  - 1 x MEKBOY WITH WHIP AND WRENCH
  - 2 x GRETCHIN LOADERS
- PLEASE STATE WHICH GRETCHIN  
LOADERS YOU REQUIRE  
WHEN YOU ORDER.



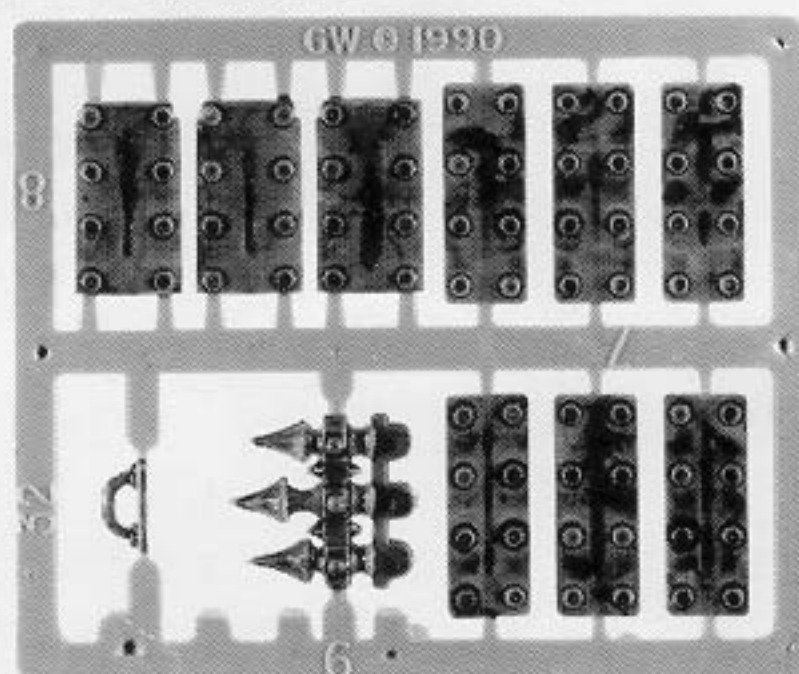
# ORK BATTLEWAGON



## THE SPACE ORK BATTLEWAGON BOX SET CONTAINS:

- 1 x BATTLEWAGON SPRUE
- 6 x BATTLEWAGON TRACK SPRUES
- 1 x ORK BODY SPRUE
- 1 x ORK ARMS SPRUE
- 1 x ORK WEAPONS SPRUE

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to kustomise your Battlewagon, or you can glue them to any Ork miniatures from the Citadel range. Using the different plastic arms and weapons, you can assemble the crew however you want, shouting, pointing and firing from the Battlewagon.



BATTLEWAGON TRACK SPRUE  
101505



THE COMPLETE BATTLEWAGON  
WITH SPACE ORK CREW

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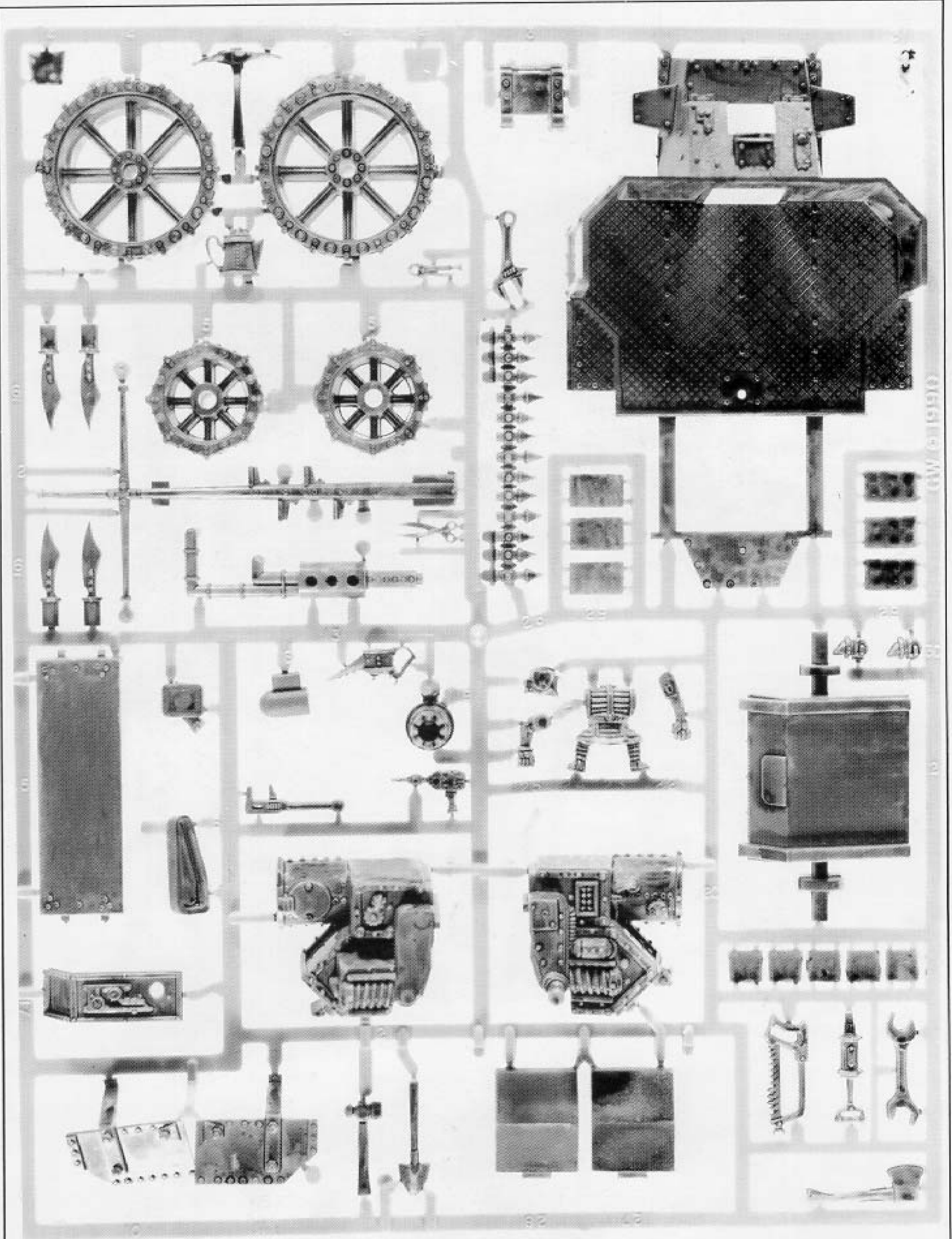


CITADEL  
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Designed by the Citadel Design Team



# ORK BATTLEWAGON



BATTLEWAGON SPRUE  
(SHOWN AT 70% ACTUAL SIZE)  
101520

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CITADEL  
MINIATURES

# ELDAR GUARDIANS

## STANDARD BEARERS

EACH STANDARD BEARER IS SUPPLIED WITH A STANDARD. PLEASE STATE WHICH STANDARD YOU REQUIRE WHEN YOU ORDER



DRAGON STANDARD  
071519/26



MELTA GUN  
071519/22



SKULL STANDARD  
071519/32



SHURIKEN CATAPULT  
071519/29



ANGEL STANDARD  
071519/39



PLASMA GUN  
071519/36

## CAPTAINS



SHURIKEN CATAPULT  
071519/4



POWER SWORD  
071519/8



CHAIN SWORD AND  
SHURIKEN PISTOL  
071519/14

## CHAMPIONS



CHAIN SWORD AND  
SHURIKEN PISTOL  
071519/7



POWER GLOVE AND FLAMER  
071519/2



POWER GLOVE AND  
POWER SWORD  
071519/15

## MUSICIANS



HARP  
071519/40A



VOICE AMPLIFIER  
071519/40B



SYNTH  
071519/40C

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Designed by Jes Goodwin



# ELDAR GUARDIANS



FLAMER  
071519/16



SHURIKEN PISTOL 1  
071519/5



LAS PISTOL AND FLAMER  
071519/1



SHURIKEN PISTOL 2  
071519/17



LAS PISTOL  
071519/12



LAS PISTOL AND  
SHURIKEN PISTOL 1  
071519/13



LAS PISTOL AND POWER GLOVE  
071519/18



MISSILE LAUNCHER  
071519/10



LAS PISTOL AND  
SHURIKEN PISTOL 2  
071519/9



MELTA GUN  
071519/11



LAS CANNON  
071519/3

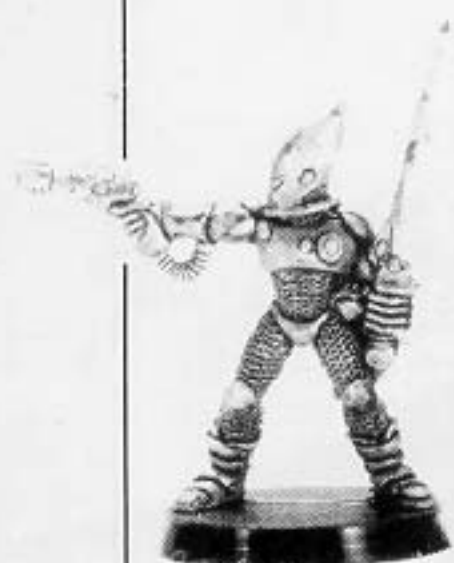


HAND FLAMER AND  
POWER SWORD  
071519/6

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# ELDAR

## GUARDIANS



POWER SWORD  
AND LAS PISTOL  
071584/2



SHURIKEN  
CATAPULT 1  
071584/4



LAS GUN 1  
071584/3



SHURIKEN  
CATAPULT 2  
071584/1



LAS GUN 2  
071584/5



SHURIKEN  
CATAPULT 3  
071584/8



SHURIKEN  
CATAPULT 4  
071584/9



SHURIKEN CATAPULT  
AND SHURIKEN PISTOL  
071584/6



SHURIKEN PISTOL AND  
POWER SWORD 1  
071584/7



SHURIKEN PISTOL AND  
POWER SWORD 2  
071584/10



2 LAS PISTOLS  
071584/15



LAS GUN 3  
071584/14



LAS GUN 4  
071584/16



LAS GUN 5  
071584/12



LAS GUN 6  
071584/13



LAS GUN 7  
071584/11

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MINIATURES

Designed by Jes Goodwin



# ELDAR

## AVATAR



THE AVATAR COMPLETE  
071597



AVATAR BODY  
071597/1



DOOM THAT WAILS  
(SPEAR FORM)  
071597/2



CLOAK  
071597/3

THE COMPLETE AVATAR CONSISTS OF:  
1 x AVATAR BODY  
1 x DOOM THAT WAILS  
1 x AVATAR CLOAK

## WARLOCKS AND FARSEER



WARLOCK AND  
FORCE STAFF 1  
071604/4



WARLOCK AND  
WITCH BLADE 1  
071604/5



FARSEER  
071604/3



WARLOCK AND  
FORCE STAFF 2  
071604/2



WARLOCK AND  
WITCH BLADE 2  
071604/1



# ASPECT WARRIORS

## HOWLING BANSHEES



HOWLING BANSHEE EXARCH  
WITH POWER AXE  
071572/3



HOWLING BANSHEE 1  
071560/1



HOWLING BANSHEE 2  
071560/9



HOWLING BANSHEE 3  
071560/15

## DIRE AVENGERS



DIRE AVENGER EXARCH  
WITH POWER SWORD  
071572/7



DIRE AVENGER 1  
071560/5



DIRE AVENGER 2  
071560/12

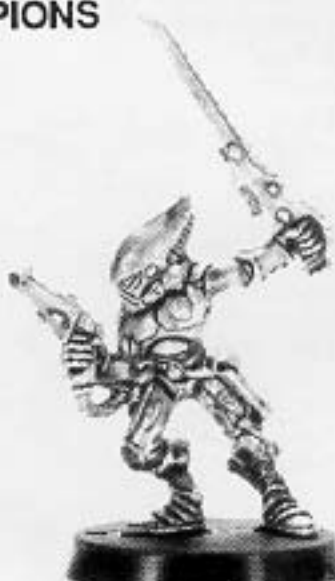


DIRE AVENGER 3  
071560/18

## STRIKING SCORPIONS



STRIKING SCORPION EXARCH  
WITH BITING SWORD  
071572/4



STRIKING SCORPION 1  
071560/2



STRIKING SCORPION 2  
071560/10



STRIKING SCORPION 3  
071560/16

## FIRE DRAGONS



FIRE DRAGON EXARCH  
WITH FIREPIKE  
071572/8



FIRE DRAGON 1  
071560/6



FIRE DRAGON 2  
071560/13



FIRE DRAGON 3  
071560/19

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# ASPECT WARRIORS

## SWOOPING HAWKS



SWOOPING HAWK EXARCH  
WITH LASBLASTER  
071572/5



SWOOPING HAWK 1  
071560/3



SWOOPING HAWK 2  
071560/11



SWOOPING HAWK 3  
071560/17

THE SWOOPING HAWK EXARCH IS  
SUPPLIED WITH EXARCH HAWK  
WINGS AS STANDARD

EACH SWOOPING HAWK IS SUPPLIED  
WITH HAWK WINGS AS STANDARD

EXARCH - FIRE DRAGONS



HAWK WINGS  
071560/4



EXARCH HAWK  
WINGS  
071572/6



EXARCH - SWOOPING HAWK

## DARK REAPERS



DARK REAPER EXARCH  
WITH WEB OF SKULLS  
071572/9



DARK REAPER 1  
071560/7



DARK REAPER 2  
071560/14



MISSILE LAUNCHER  
071560/8

EACH DARK REAPER COMES WITH A  
MISSILE LAUNCHER AS STANDARD

# HARLEQUINS



HIGH AVATAR 1  
071519/31



TROUPER 1  
071519/27



TROUPER 2  
071519/20



TROUPER 3  
071519/21



TROUPER 4  
071519/17



TROUPER 5  
071519/26



TROUPER 6  
071519/19



SOLITAIRE 1  
071519/18



TROUPER 7  
071519/16



TROUPER 8  
071519/25



TROUPER 9  
071519/22



SOLITAIRE 2  
071519/23



TROUPER 10  
071519/28



TROUPER 11  
071519/29



AVATAR 1  
071519/24



TROUPER 12  
071519/30

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# HARLEQUINS



AVATAR 2  
RTB6/17



WARLOCK 1  
RTB6/13



TROUPER 13  
RTB6/6



HIGH AVATAR 2  
RTB6/12



AVATAR 3  
RTB6/15



TROUPER 14  
RTB6/8



TROUPER 15  
RTB6/4



DEATH JESTER 1  
RTB6/9



TROUPER 16  
RTB6/7



TROUPER 17  
RTB6/1



TROUPER 18  
RTB6/10



DEATH JESTER 2  
RTB6/3



WARLOCK 2  
RTB6/11



TROUPER 19  
RTB6/5



TROUPER 20  
RTB6/2



DEATH JESTER 3  
RTB6/16



HIGH WARLOCK  
RTB6/14



SOLITAIRE 3  
RTB6/18



THIS BOX SET CONTAINS ONE OF EACH  
OF THE MODELS ON THIS PAGE



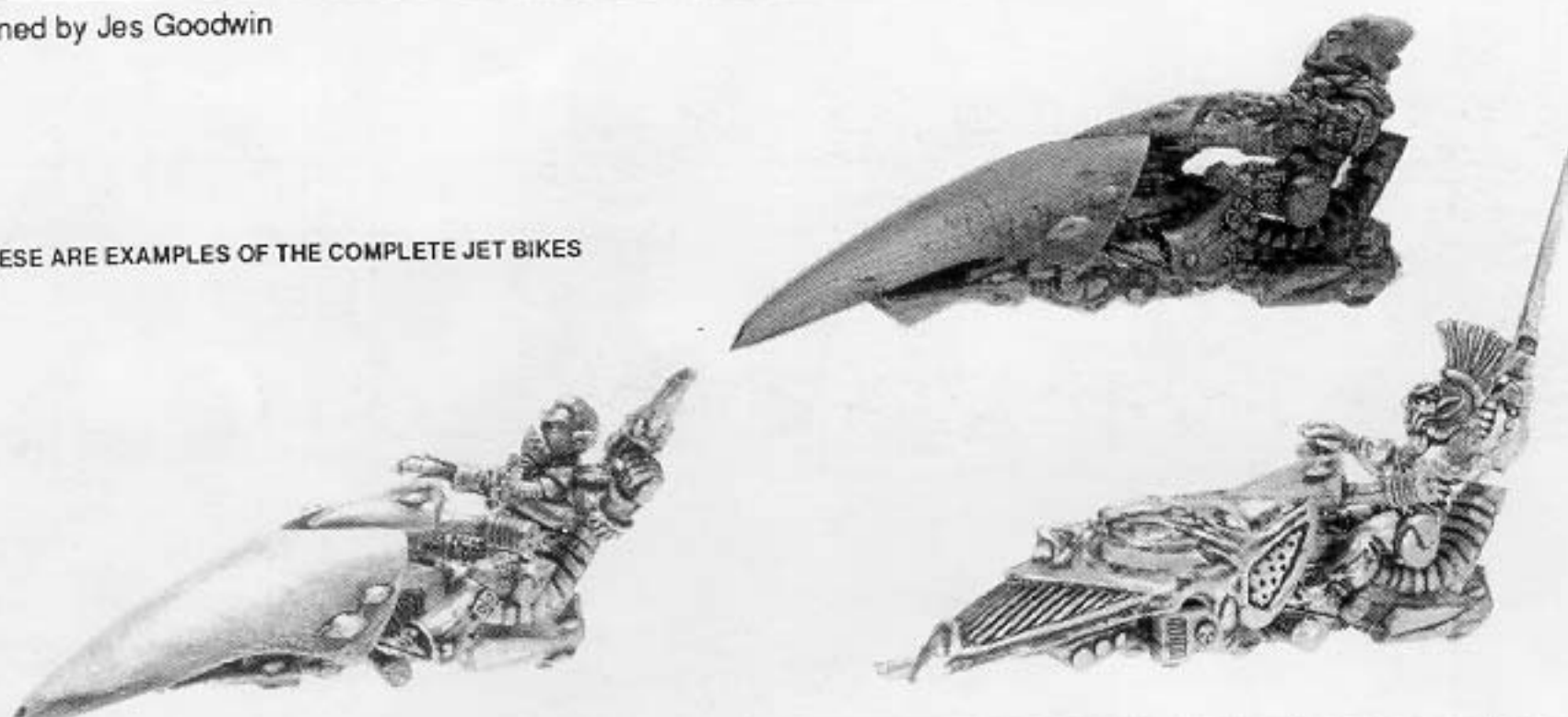
TADEL  
MINIATURES

Designed by Jes Goodwin

# ELDAR JET CYCLES

Designed by Jes Goodwin

THESE ARE EXAMPLES OF THE COMPLETE JET BIKES



ELDAR RIDERS BODY  
WITH SHURIKEN PISTOL  
071533/7



HARLEQUIN RIDERS BODY  
WITH POWER SWORD  
071533/11



ELDAR RIDERS  
LEGS  
071533/5



ELDAR RIDERS BODY  
071533/6



HARLEQUIN RIDERS  
LEGS  
071533/10



HARLEQUIN CANOPY  
071533/8



ELDAR CANOPY  
071533/1



SADDLE  
071533/3

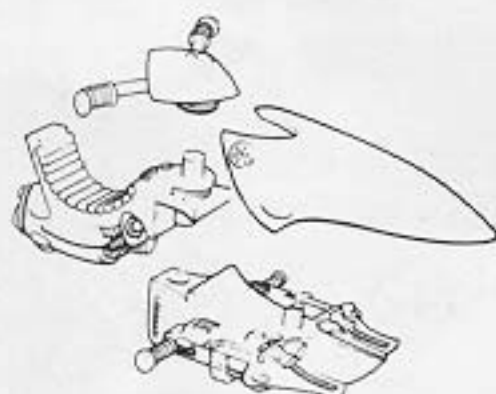


HANDLE BARS  
071533/4

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:

- 1 x SADDLE
- 1 x HANDLE BARS
- 1 x CANOPY
- 1 x ARMAMENT
- 1 x RIDERS BODY
- 1 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODY, RIDERS LEGS,  
CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.



SHURIKEN CANNON  
ARMAMENT  
071533/9



DUAL SHURIKEN  
CATAPULT ARMAMENT  
071533/5

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CITADEL  
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# ELDAR HEAVY WEAPONS



SPOTTER WITH  
GOGGLES  
071533/12



GUNNER WITH SHURIKEN  
CATAPULT  
071533/13



SPOTTER WITH  
HELMET  
071533/16



GUNNER WITH SHURIKEN  
CATAPULT AND HELMET  
071533/17



SPOTTER  
071533/19



GUNNER WITH  
CONTROL BOX  
071533/18

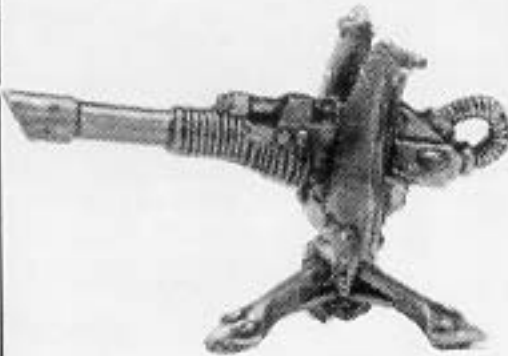
THESE ARE ALL EXAMPLES OF THE  
COMPLETE ELDAR HEAVY WEAPONS



D-CANNON 1  
071533/20



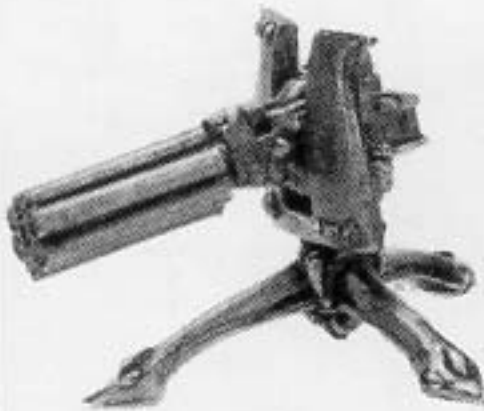
D-CANNON 2  
071617/2



LAS CANNON  
071521/5



SCATTER LASER  
071521/11

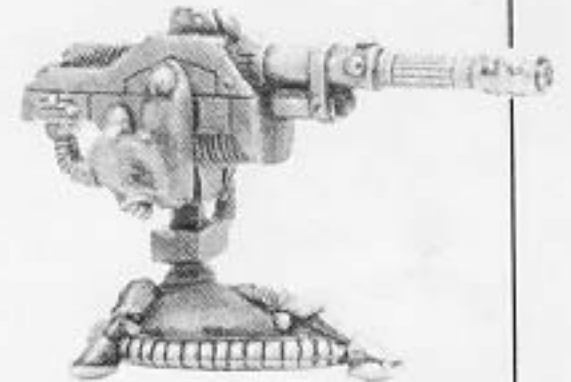


HEAVY PLASMA GUN  
071521/16



MISSILE LAUNCHER  
071521/19

THESE ARE ALL EXAMPLES OF THE  
COMPLETE ELDAR HEAVY WEAPONS



EACH COMPLETE HEAVY WEAPON CONSISTS OF:  
1 x TRIPOD OR 1 x FLOATING WEAPON PLATFORM  
1 x WEAPON SHIELD OR 1 x WEAPON MOUNT  
1 x HEAVY WEAPON  
1 x SPOTTER  
1 x GUNNER

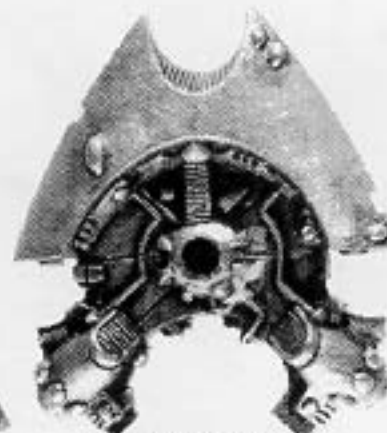
PLEASE STATE WHICH ITEMS YOU REQUIRE



LARGE WEAPON TRIPOD  
071533/14



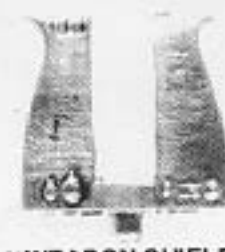
WEAPON TRIPOD  
071533/15



FLOATING WEAPON  
PLATFORM 1  
071617/1



FLOATING WEAPON PLATFORM 2  
071533/21



WEAPON SHIELD  
071521/12



WEAPON MOUNT  
(D-CANNON 1)  
071533/22

Designed by Jes Goodwin

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# ELDAR DREADNOUGHTS



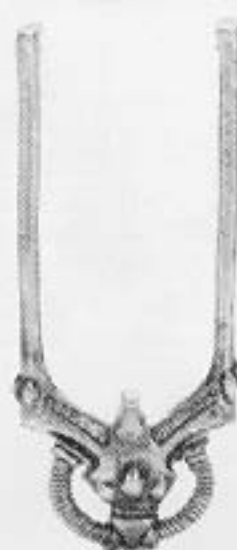
RIGHT SHURIKEN ARM  
071521/4



RIGHT FLAMER ARM  
071521/21



CANOPY  
071521/3



EXHAUSTS  
071521/2



LEFT SHURIKEN ARM  
071521/9



LEFT FLAMER ARM  
071521/22



RIGHT DREADNOUGHT LEG  
071521/7



RIGHT CLOVEN  
HOOFED LEG  
071521/13



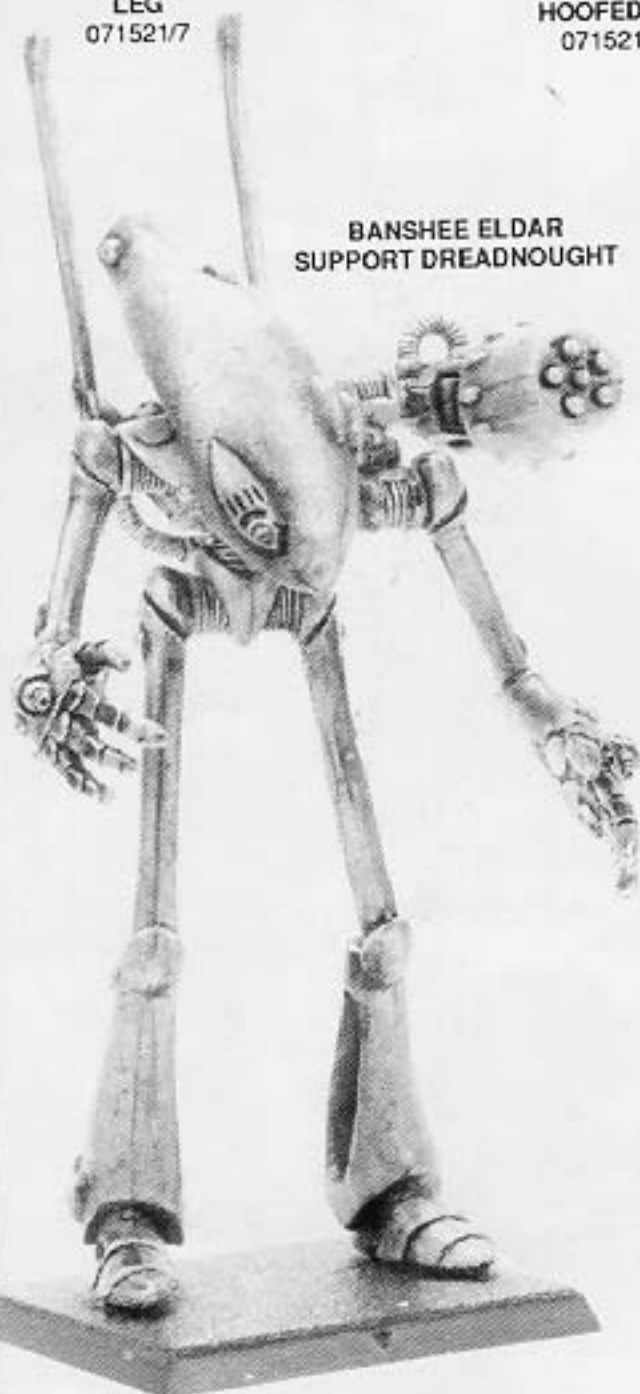
TORSO  
071521/1



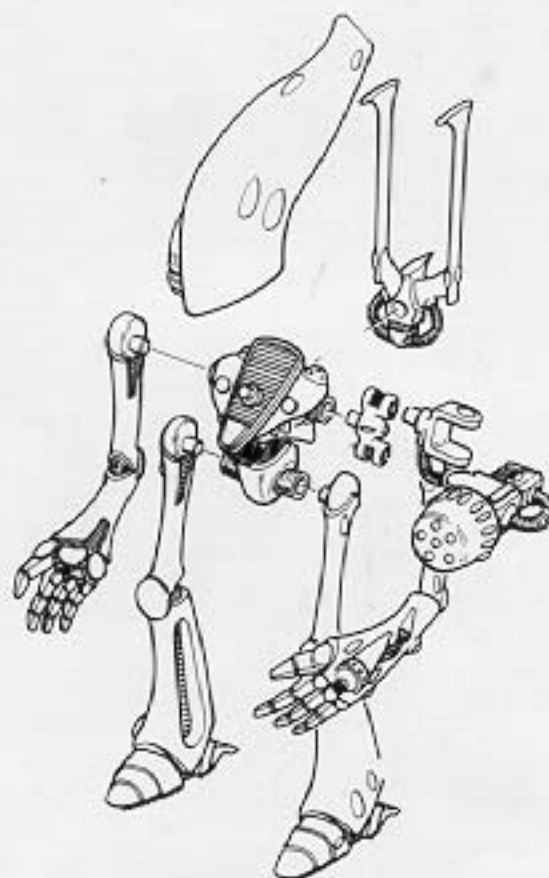
LEFT DREADNOUGHT LEG  
071521/8



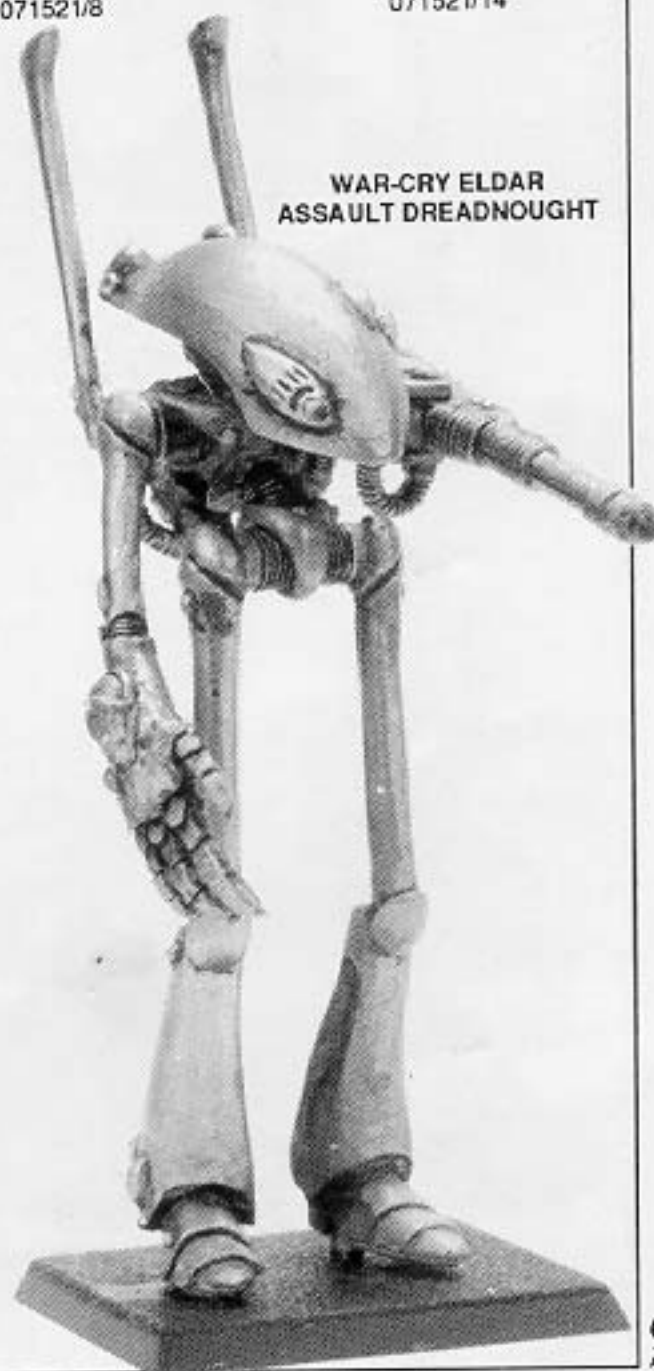
LEFT CLOVEN  
HOOFED LEG  
071521/14



BANSHEE ELDAR  
SUPPORT DREADNOUGHT



EACH ELDAR DREADNOUGHT CONSISTS OF:  
1 x TORSO  
1 x EXHAUST  
1 x LEFT ARM  
1 x LEFT LEG  
1 x DUEL MOUNT  
1 x CANOPY  
1 x RIGHT ARM  
1 x RIGHT LEG  
1 x WEAPON MOUNT  
1 x HEAVY WEAPON  
PLEASE STATE WHICH ITEMS YOU REQUIRE



WAR-CRY ELDAR  
ASSAULT DREADNOUGHT

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# ELDAR DREADNOUGHTS



EXECUTIONER CLASS  
GHOST WARRIOR  
071521/17



ASSASSIN CLASS  
GHOST WARRIOR  
071521/18



SPIRIT WARRIOR  
HEAD  
071521/15



WEAPON SHIELD  
071521/12



WEAPON MOUNT  
071521/6



DUAL MOUNT  
071521/20



D-CANNON  
071617/2



LAS CANNON  
071521/5



WAR WALKER  
PILOT 1  
071521/10



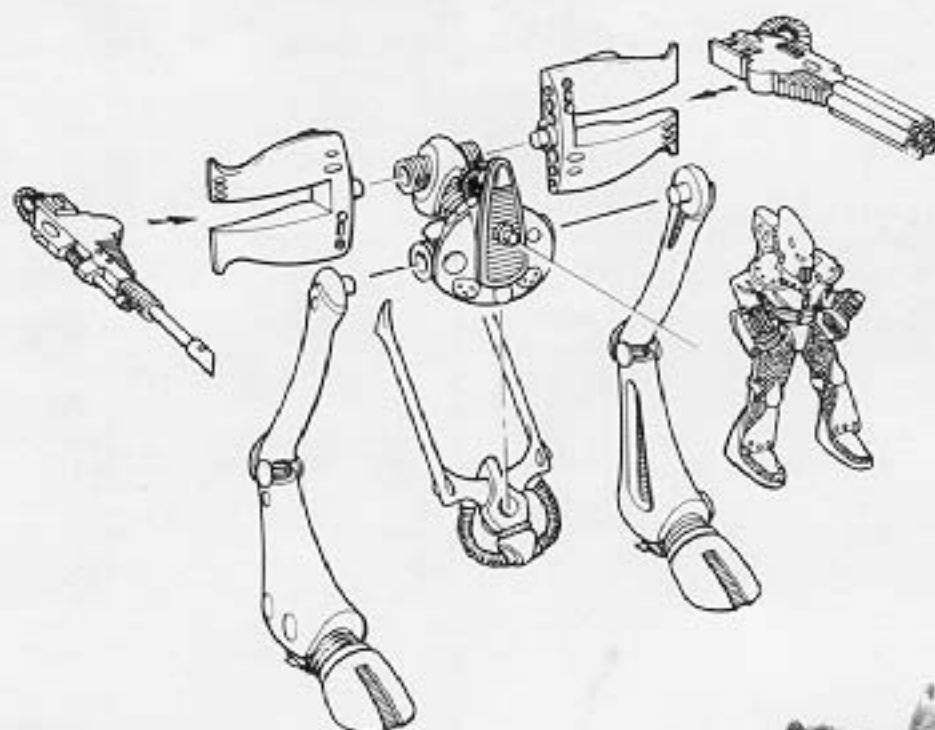
WAR WALKER  
PILOT 2  
071521/10



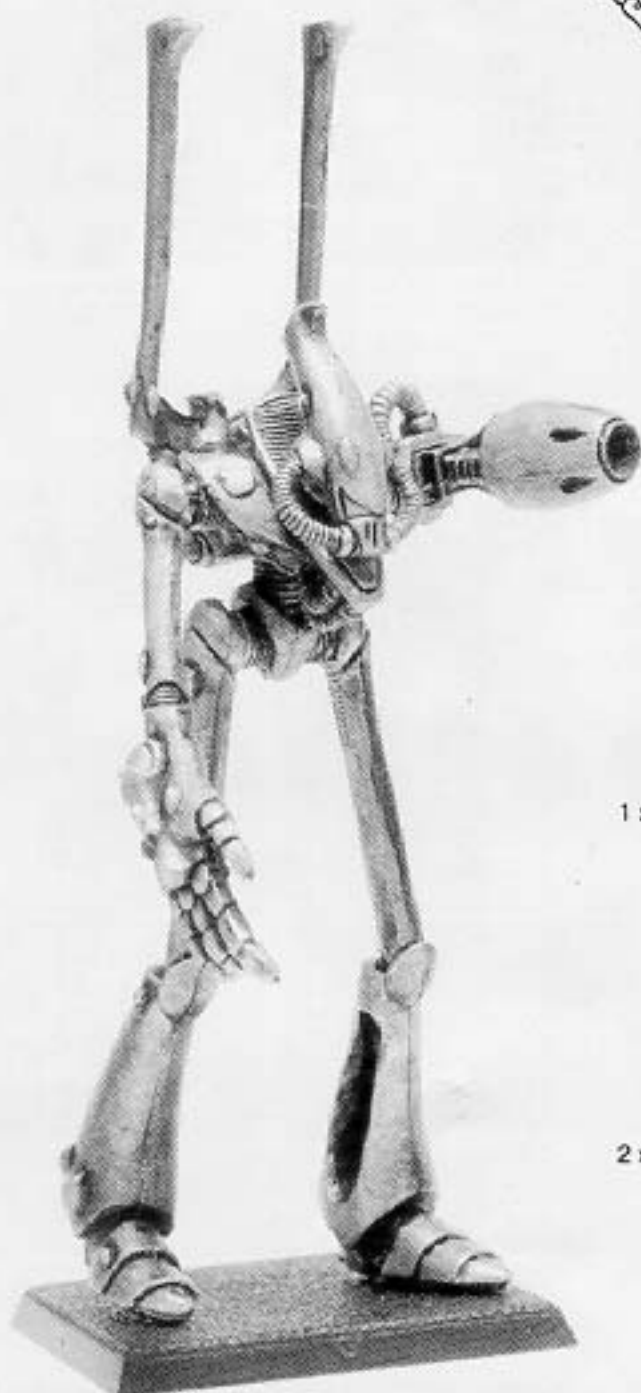
SCATTER LASER  
071521/11



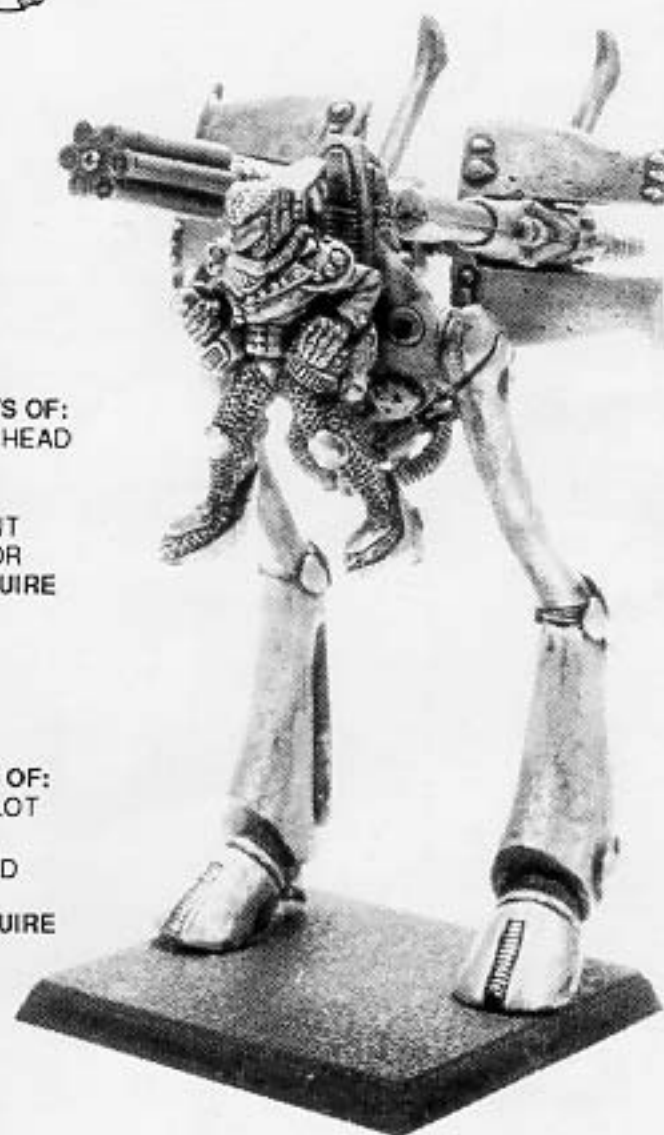
HEAVY PLASMA GUN  
071521/16



MISSILE LAUNCHER  
071521/19



VAMPIRE CLASS  
SPIRIT-WARRIOR  
WITH HEAVY PLASMA GUN



WAR WALKER

EACH ELDAR SPIRIT WARRIOR CONSISTS OF:  
1 x TORSO                      1 x SPIRIT WARRIOR HEAD  
1 x LEFT ARM                OR                      1 x RIGHT ARM  
1 x EXHAUST1                1 x RIGHT LEG  
1 x LEFT LEG                1 x WEAPON MOUNT  
1 x HEAVY WEAPON        1 x GHOST WARRIOR  
PLEASE STATE WHICH ITEMS YOU REQUIRE

EACH ELDAR WAR WALKER CONSISTS OF:  
1 x TORSO                      1 x WAR WALKER PILOT  
1 x EXHAUST                      1 x RIGHT LEG  
1 x LEFT LEG                      2 x WEAPON SHIELD  
2 x HEAVY WEAPON  
PLEASE STATE WHICH ITEMS YOU REQUIRE

Designed by Jes Goodwin

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# GENESTEALERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD



PURESTRAIN 1  
072596/10



PURESTRAIN 2  
072596/11



PURESTRAIN 3  
072596/12



HYBRID 1\*  
072557/6



HYBRID 2\*  
072557/10



HYBRID 3  
072557/12



HYBRID 4  
072557/13



HYBRID 5  
072557/14



HYBRID 6  
072557/15



HYBRID 7  
072557/16



HYBRID 8  
072557/17



HYBRID 9  
072557/18



HYBRID 10  
072557/19



HYBRID 11  
072557/20



HYBRID 12  
072557/21



HYBRID 13  
072557/22



HYBRID 14  
072557/23



HYBRID 15  
072557/28



HYBRID 16  
072557/27



HYBRID 17  
072557/25



HYBRID 18  
072557/24



HYBRID 19  
072557/29



HYBRID 20  
072557/26



EXAMPLES OF THE COMPLETED GENESTEALERS

Designed by Jes Goodwin with the Citadel Design Team

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# GENESTEALERS

THE COMPLETE THRONED GENESTEALER PATRIARCH CONSISTS OF:  
 1 x PATRIARCH BODY  
 1 x THRONE RIGHT SIDE  
 1 x THRONE SEAT  
 1 x THRONE LEFT SIDE  
 1 x MAGUS ADVISOR  
 1 x PATRIARCH BACK  
 1 x THRONE LEFT SIDE  
 1 x THRONE BACK



MAGUS ADVISOR  
072583/7



THE COMPLETE THRONED  
GENESTEALER PATRIARCH  
072583



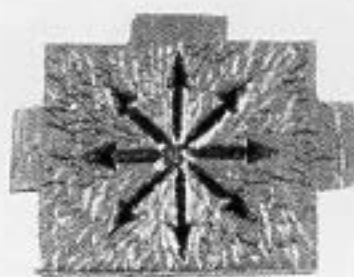
PATRIARCH BODY  
072583/5



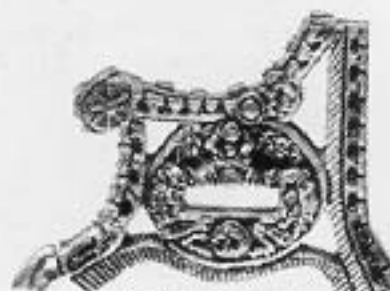
THRONE BACK  
072583/1



THRONE RIGHT SIDE  
072583/3



THRONE SEAT  
072583/2



THRONE LEFT SIDE  
072583/4



PATRIARCH BACK  
072583/6



MAGUS WITH STAFF 1  
072596/5



MAGUS WITH SCANNER  
072596/6



MAGUS WITH LAS PISTOL  
072557/7



MAGUS WITH STAFF 2  
072596/1



FAMILIAR 1  
072596/3



FAMILIAR 2  
072596/4

FAMILIAR 3  
072596/2



THE COMPLETE STANDING PATRIARCH  
072596



PATRIARCH LEFT ARMS  
072596/8



PATRIARCH RIGHT ARMS  
072596/9

THE COMPLETE STANDING  
PATRIARCH CONSISTS OF:  
 1 x STANDING PATRIARCH BODY  
 1 x PATRIARCH LEFT ARMS  
 1 x PATRIARCH RIGHT ARMS



STANDING PATRIARCH BODY  
072596/7







ADRIAN SMITH



# HUNTER SLAYERS

Designed by Michael Perry



FLESHBORER 1  
072616/2



FLESHBORER 2  
072616/1

## ZOATS

Designed by the Citadel Design Team



ZOAT TORSO WITH FLAMER  
AND POWER GLOVE  
072545/3

EACH COMPLETE ZOAT MODEL CONSISTS OF:  
1 x ZOAT BODY  
1 x ZOAT TORSO  
PLEASE STATE WHICH ZOAT TORSO  
YOU REQUIRE WHEN YOU ORDER



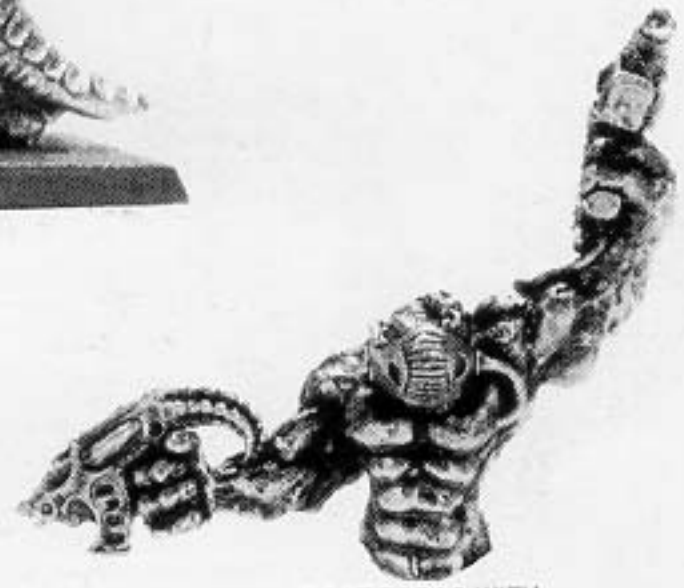
ZOAT TORSO WITH  
FLESHBORER  
072545/5



ZOAT BODY  
072545/2



ZOAT TORSO WITH  
MISSILE LAUNCHER  
072545/4



ZOAT TORSO WITH  
FLESHBORERS  
072545/1

EXAMPLES OF THE COMPLETE ZOAT MODELS



# CHAOS RENEGADES

## KHORNE



**BOLTER 1**  
070302/17



**BLOODLETTER  
HEAD 1**  
070302/2



**BOLTER 2**  
070302/10



**BLOODLETTER  
HEAD 2**  
070302/5



**POWER SAW**  
070302/3



**JUGGER HEAD**  
070302/4



**SKULL HEAD**  
070302/18



**PLASMA HAND**  
070302/16



**BOLTER 3**  
070302/9

## SLAANESH



**DAEMONETTE HEAD 1**  
070315/4



**CHAINSWORD**  
070315/12



**BOLTER 4**  
070315/13



**DAEMONETTE HEAD 2**  
070315/5



**BOLTER 5**  
070315/3



**POWER AXE ARM 1**  
070315/15



**FIEND HEAD**  
070315/8



**BOLTER 6**  
070315/17



**BOLTER 7**  
070315/18

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

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**CITADEL**  
MINIATURES

Designed by Michael Perry and Kev Adams



# CHAOS RENEGADES

## TZEENTCH



DISPLACED HEAD  
070366/5



HEADLESS BODY AND  
CHAIN SWORD  
070366/2



FUNGUS BODY AND  
POWER GLOVE  
070366/3



BEAKED HEAD AND  
PLASMA HAND  
070366/9



HEADLESS 2  
070366/8



FUNGUS BODY AND  
PLASMA HAND  
070336/6



3 ARMS  
073253/8

## NURGLE



PLAGUEBEARER HEAD 1  
070354/4



TENTACLE ARM  
AND FLAMER  
070366/1



TENTACLE ARM  
AND SKULL HEAD  
070354/1



PLAGUEBEARER HEAD 2  
070354/6



TENTACLE HEAD  
070354/3



MANNIKIN HEAD  
070354/2



TUBE HEAD  
070354/5

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

Designed by Michael Perry



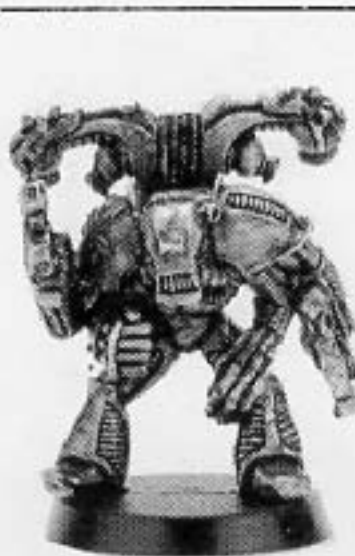
# CHAOS RENEGADES



**BOLTER 8**  
070315/2



**BOLTER 9**  
070302/14



**FOUR ARMS**  
070315/10



**MELTA GUN**  
070315/16



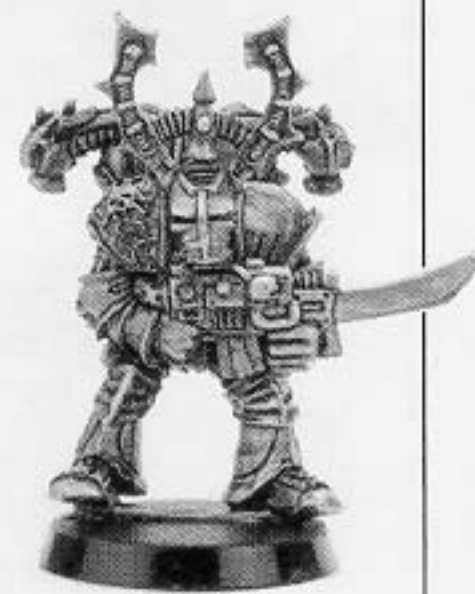
**BOLTER 10**  
070302/15



**BOLTER 11**  
070315/11



**BOLTER 12**  
070302/12



**BOLTER 13**  
070302/6



**CHAINSAW ARM**  
070315/9



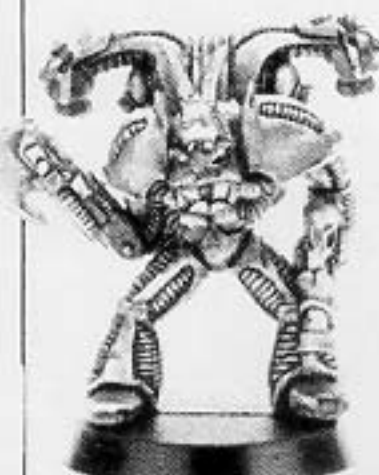
**TENTACLE ARM**  
070302/8



**ONE EYE**  
070302/13



**POWER GLOVE**  
070302/11



**POWER AXE ARM 2**  
070315/14



**THREE EYES**  
070315/6



**BOLTER 14**  
070315/7



**BOLTER 15**  
070302/7

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**CITADEL**  
MINIATURES

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE  
BACK PACK SPRUE AS STANDARD

Designed by Michael Perry with Kev Adams



# CHAOS RENEGADE HEAVY WEAPONS



SLAANESH RENEGADE  
070327/1



KHORNE RENEGADE WITH THE  
FACE OF A BLOODLETTER  
070327/5



NURGLE RENEGADE  
WITH HORNS  
070327/6



TZEENTCH RENEGADE WITH  
A FUNGUS BODY  
070327/7



RENEGADE 1  
070327/8



RENEGADE 2  
070327/12



RENEGADE 3  
070327/11



RENEGADE 4  
070327/4



RENEGADE 5  
070327/10



RENEGADE 6  
070327/2



RENEGADE 7  
070327/9



RENEGADE 8  
070327/10



HEAVY BOLTER  
070327/13



HEAVY PLASMA GUN  
070327/17



MULTI MELTA  
070327/15



CONVERSION BEAMER  
070327/16



MISSILE LAUNCHER  
070327/14



GRENADE LAUNCHER  
070327/18



LAS CANNON  
070327/19

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN  
AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING.



EXAMPLES OF THE CHAOS RENEGADES WITH HEAVY WEAPONS

Designed by Michael Perry

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

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CITADEL  
MINIATURES

# CHAOS SPACE MARINES

Designed by Jes Goodwin



WORLD EATER  
(KHORNE)  
070378/4



EMPERORS CHILDREN  
(SLAANESH)  
070378/3



DEATH GUARD  
(NURGLE)  
070378/2

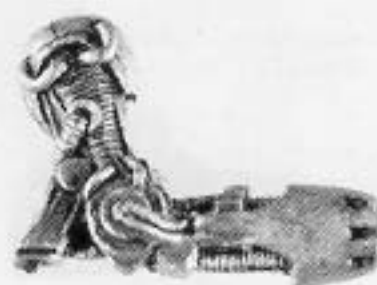


THOUSAND SONS  
(TZEENTCH)  
070378/1

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

# CHAOS DREADNOUGHT

Designed by Alan Perry



RIGHT ARM WITH  
HEAVY PLASMA GUN  
070184/18



LEFT ARM WITH  
POWER CLAW  
070184/19



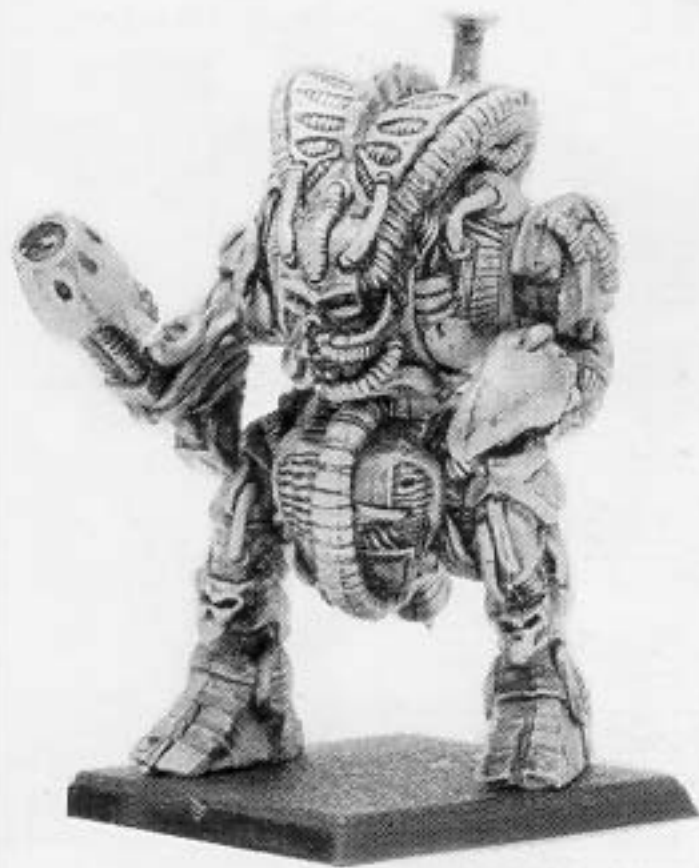
SHOULDER  
JOINT  
070184/17



RIGHT LEG  
070184/16



LEFT LEG  
070184/15



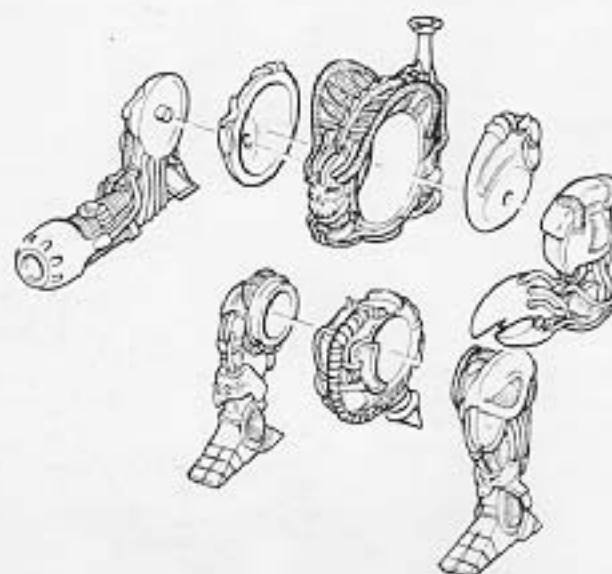
EXAMPLE OF THE COMPLETE CHAOS DREADNOUGHT



UPPER TORSO  
070184/13



LOWER TORSO  
070184/14



THE COMPLETE CHAOS DREADNOUGHT CONSISTS OF:

- 1 x UPPER TORSO
- 1 x LOWER TORSO
- 1 x RIGHT ARM WITH PLASMA GUN
- 1 x LEFT ARM WITH POWER CLAW
- 2 x SHOULDER JOINTS
- 1 x RIGHT LEG
- 1 x LEFT LEG



# RENEGADES ON HORSE BACK

Designed by Michael and Alan Perry



**RIDER BODY 1**  
070341/3



**RIDER BODY 2**  
073253/23



**RIDER BODY 3**  
073253/35



**RIDER BODY 4**  
073253/36



**RIDER BODY 5**  
073253/27

THE COMPLETE CHAOS RENEGADE  
ON HORSE BACK CONSISTS OF:  
1 x LEGS  
1 x BODY  
1 x LARGE PLASTIC HORSE  
PLEASE STATE WHICH RIDERS BODY  
YOU REQUIRE WHEN ORDERING

THE LARGE PLASTIC HORSES  
CAN BE FOUND ON PAGE 331



**LEGS 1**  
070341/1



**LEGS 2**  
070341/2



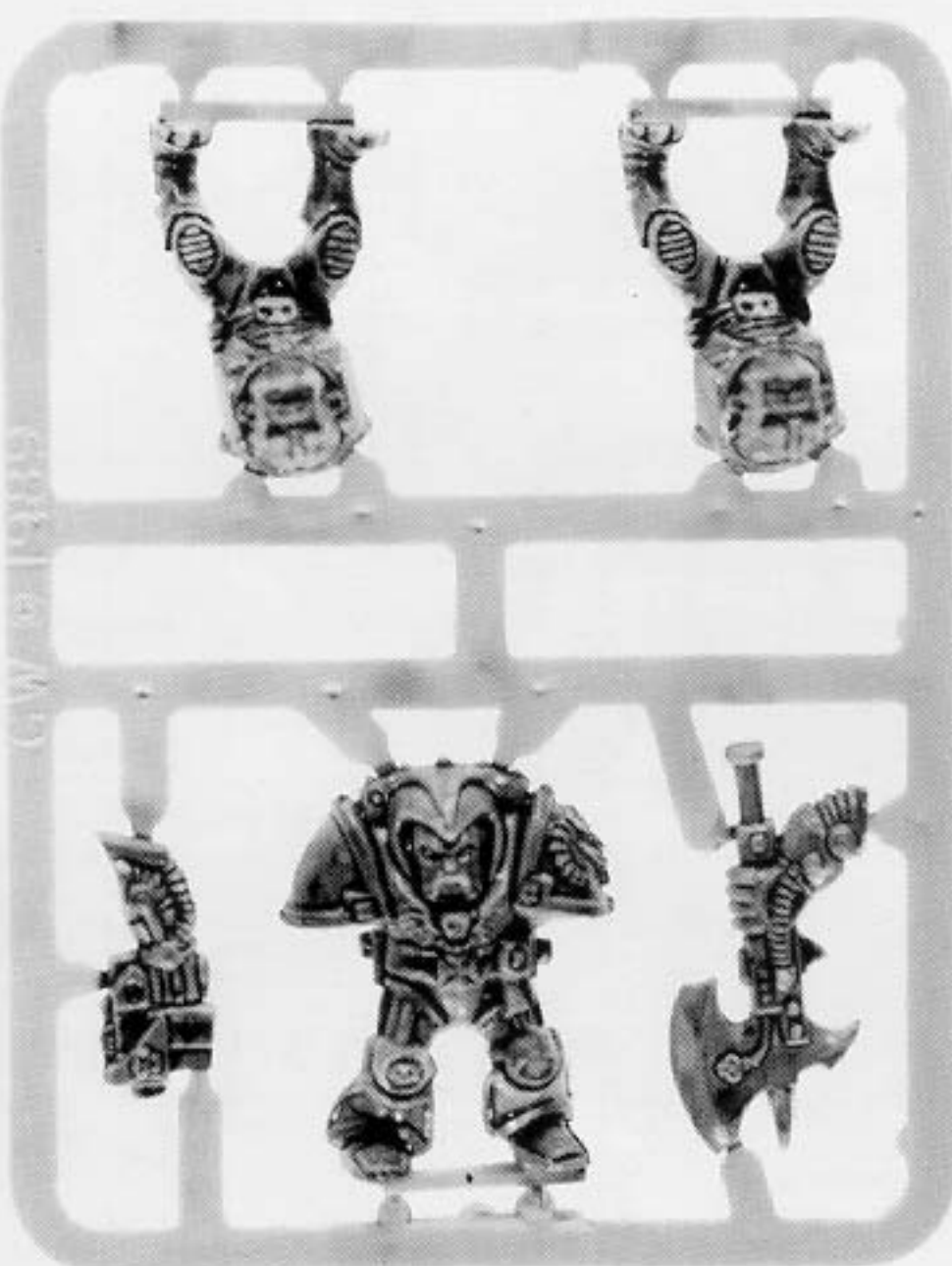
EXAMPLES OF THE COMPLETE RENEGADES ON HORSE BACK

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD



# PLASTICS

GW 1985



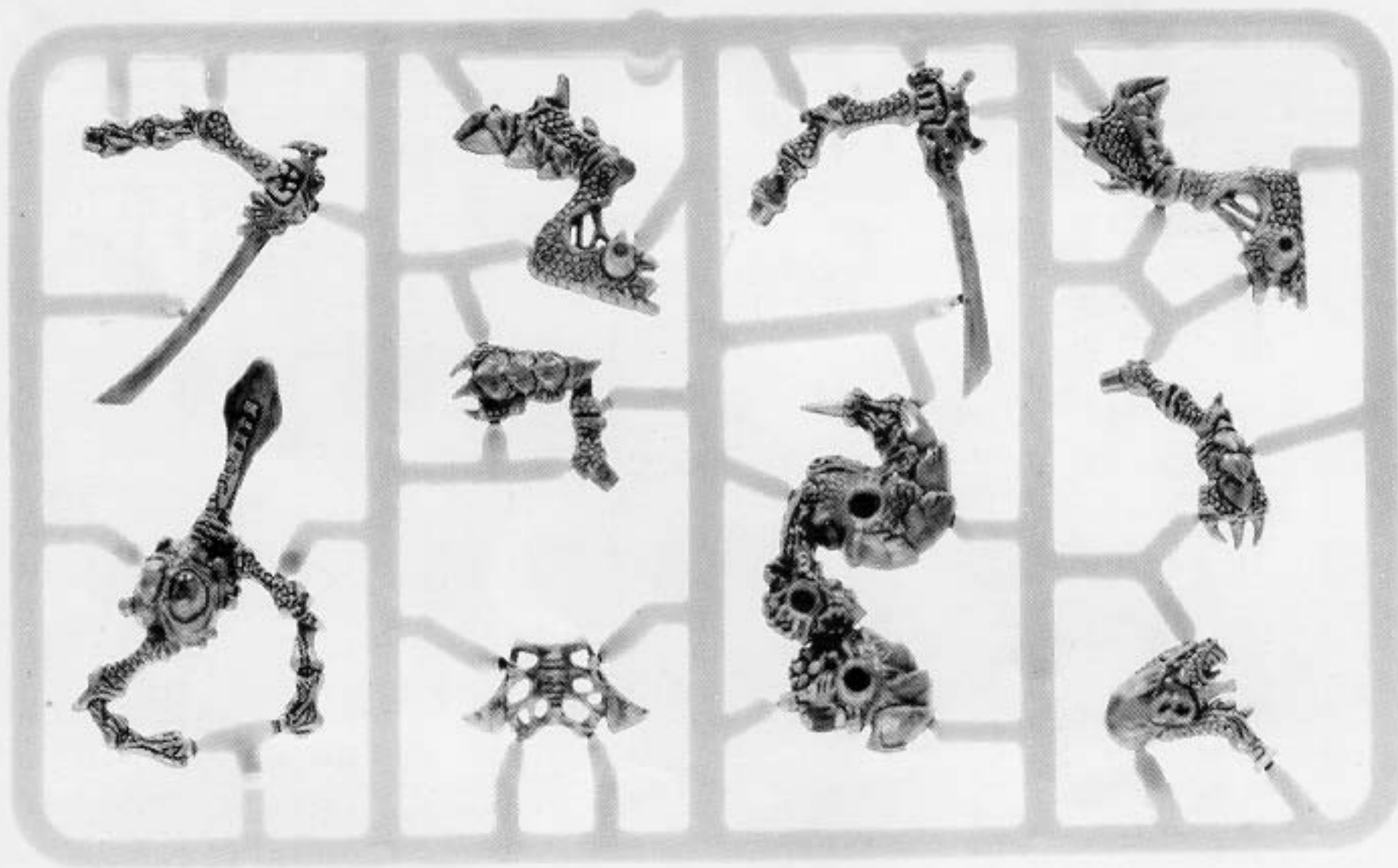
**LIBRARIAN AND HYBRID SPRUE**  
(1 LIBRARIAN AND 2 HYBRIDS)  
102407



**GENESTEALER ARMS SPRUE**  
102776



**CHAOS HEAVY WEAPONS SPRUE**  
(1 CONVERSION BEAMER, 1 MISSILE  
LAUNCHER AND 1 AUTO CANNON)  
102517



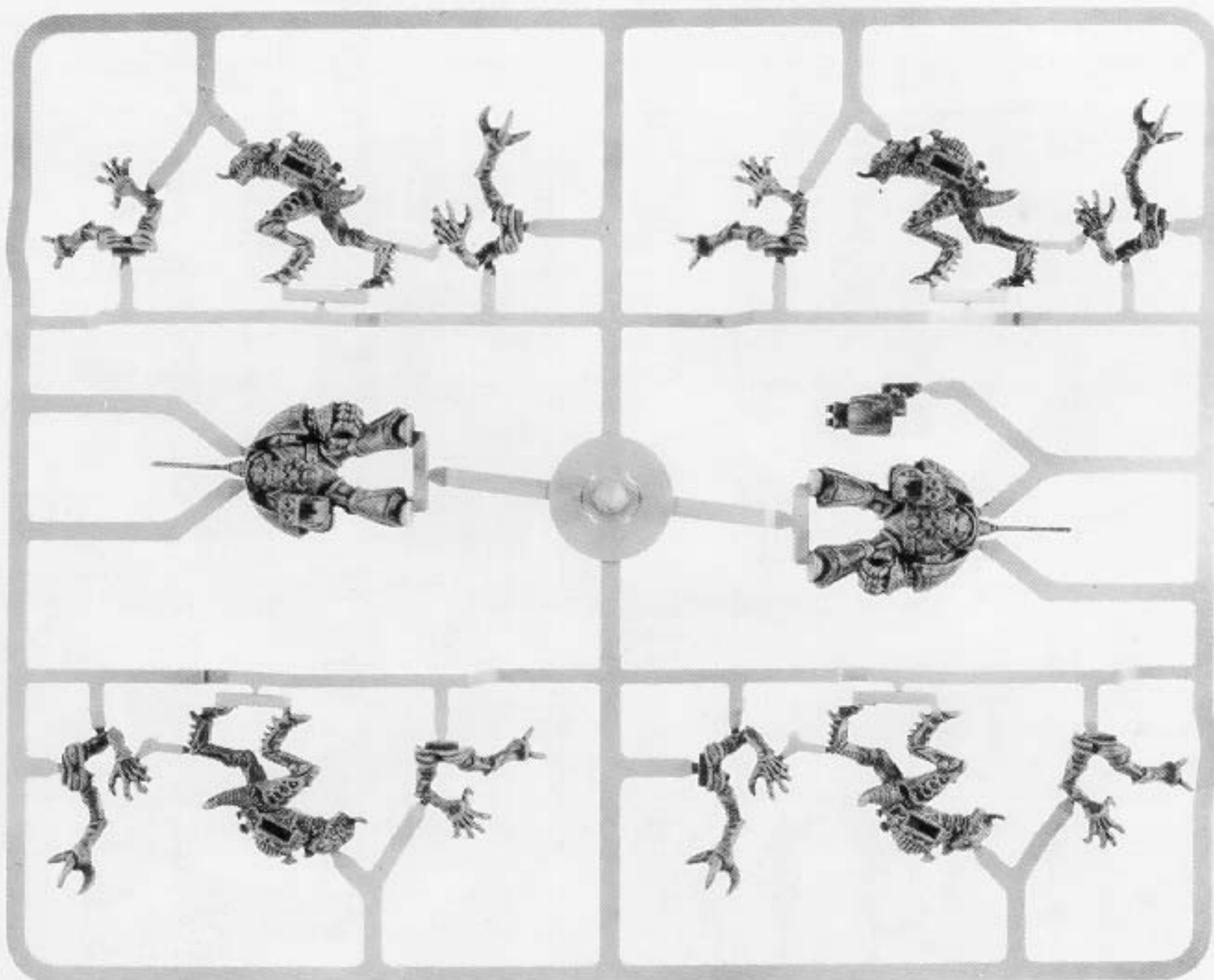
**TYRIND WARRIOR SPRUE**  
120013

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# PLASTICS



GENESTEALER AND TERMINATOR SPRUE  
131718



TERMINATOR LIBRARIAN



GENESTEALER HYBRID



TYRANID WARRIOR

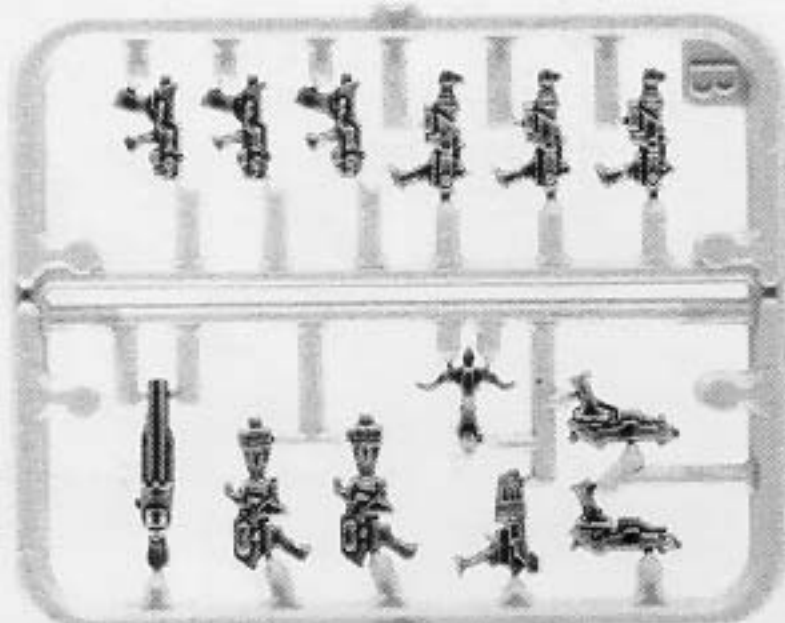


GENESTEALER



TERMINATOR

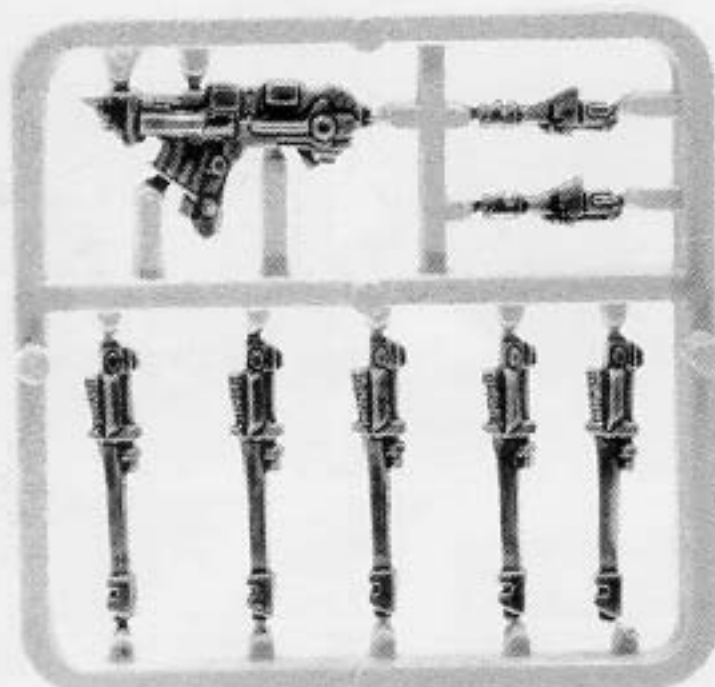
# PLASTICS



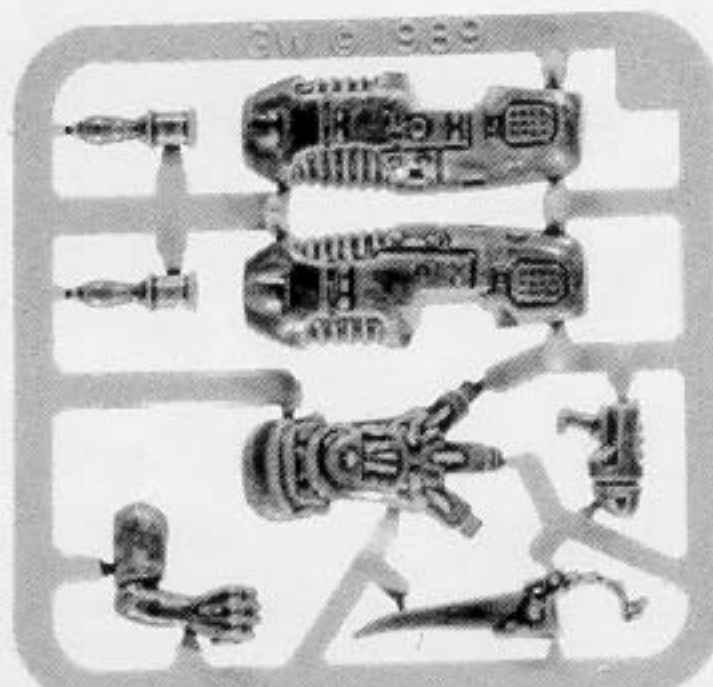
**HAND WEAPONS SPRUE**  
(3 AUTO PISTOLS, 3 BOLT PISTOLS, 2 HAND FLAMERS,  
2 STUB GUNS, 1 HAND CROSSBOW, 1 SAWN OFF  
SHOTGUN AND 1 PLASMA PISTOL)  
102764



**ORK WEAPONS SPRUE**  
(4 BOLTERS, 4 BOLT PISTOLS,  
1 PLASMA PISTOL AND CHAIN SWORD)  
102749



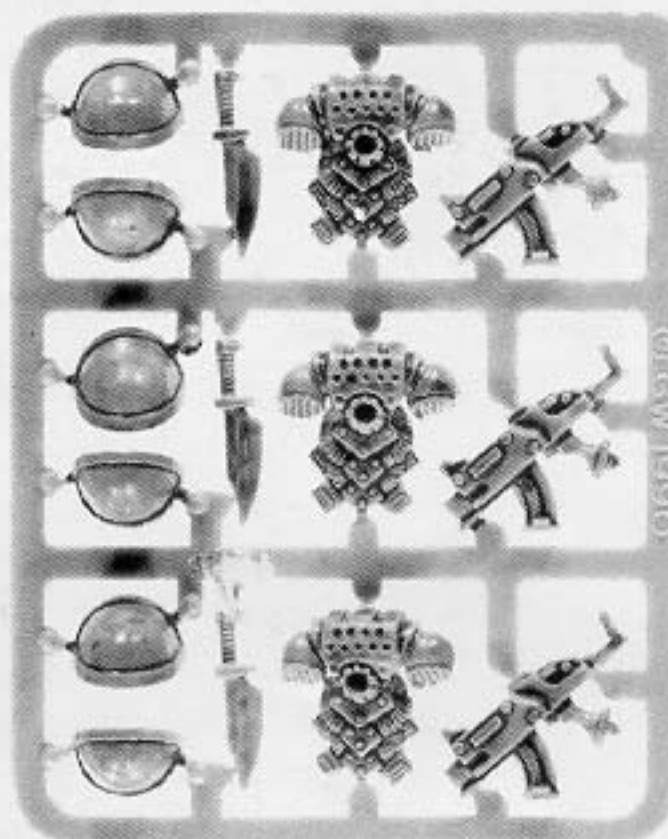
**LAS GUNS AND HEAVY BOLTER SPRUE**  
(1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS)  
131329



**ORK HEAVY WEAPON SPRUE**  
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK  
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)  
102752



**LAS GUNS AND LAS CANNON SPRUE**  
(1 LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS)  
131260



**SPACE MARINE BOLTERS AND BACK PACKS SPRUE**  
(3 PAIRS OF SHOULDER PADS, 3 BACK PACKS,  
3 BOLTERS, 3 COMBAT KNIVES)  
101532

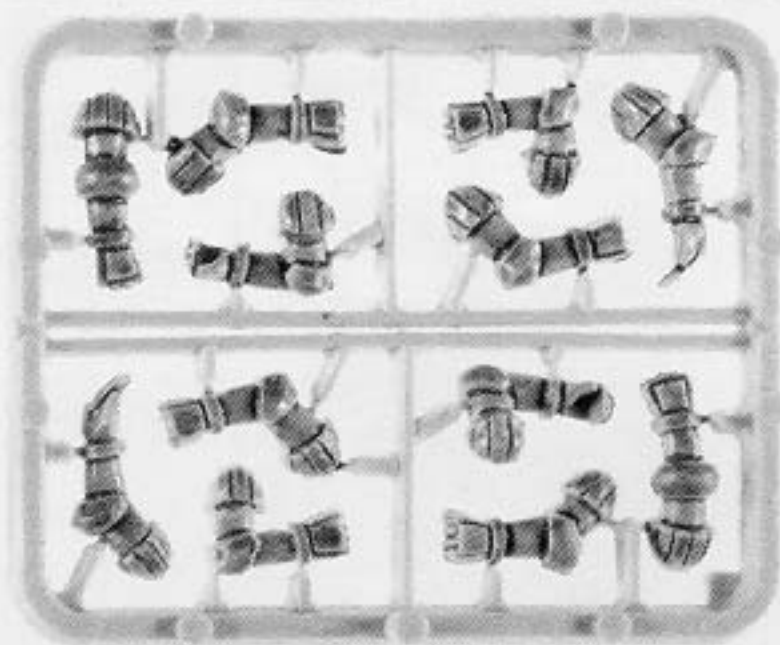
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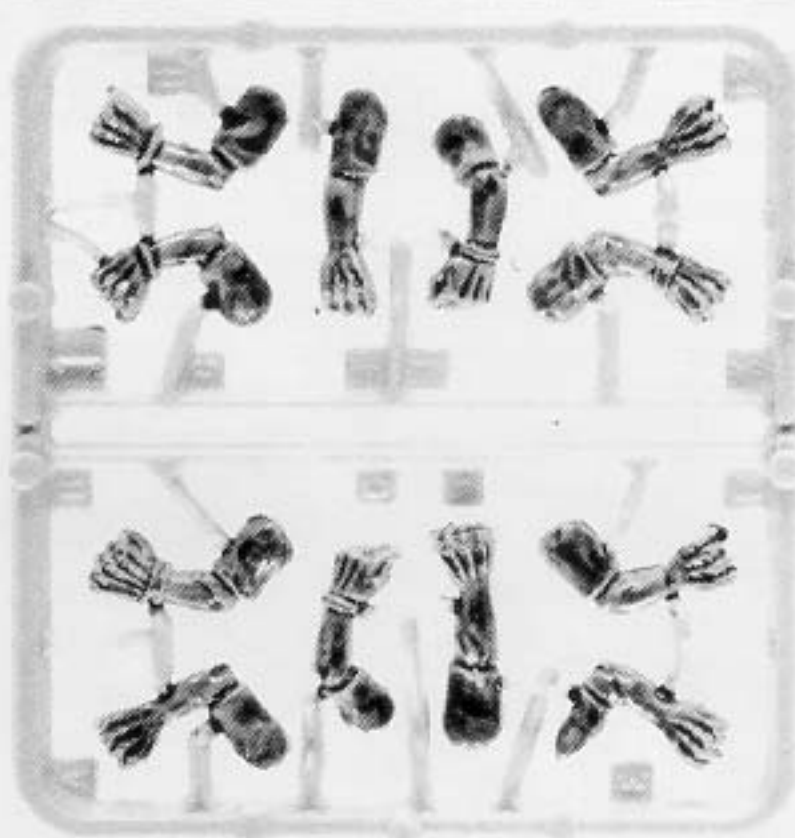
**CITADEL  
MINIATURES**



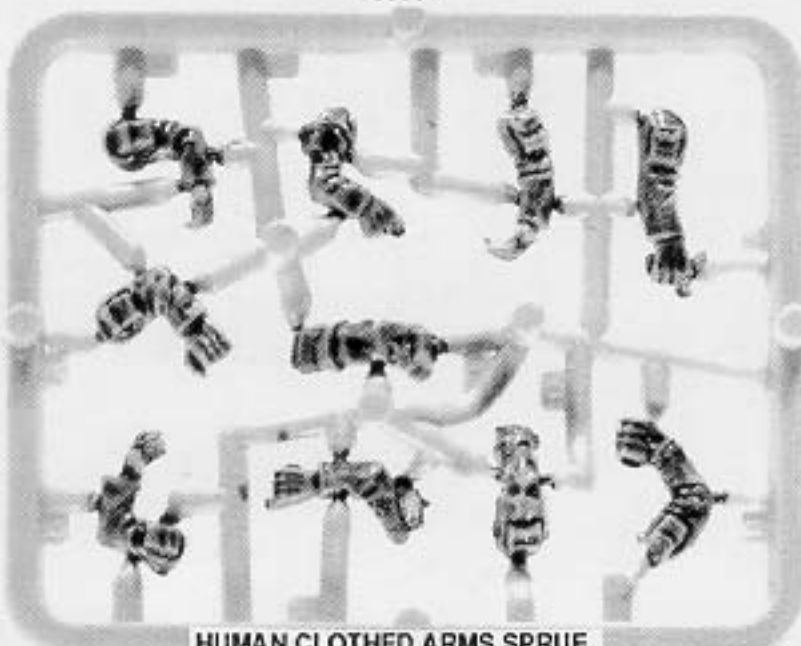
# PLASTICS



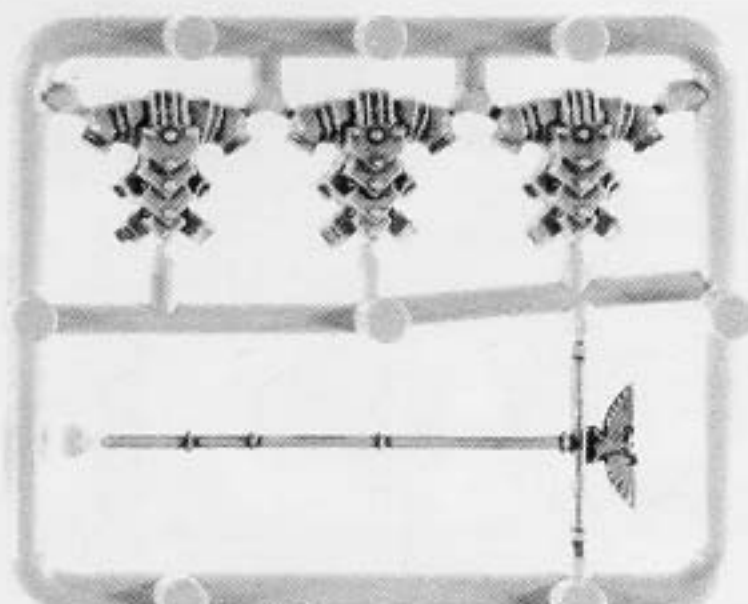
SPACE MARINE ARM SPRUE  
103004



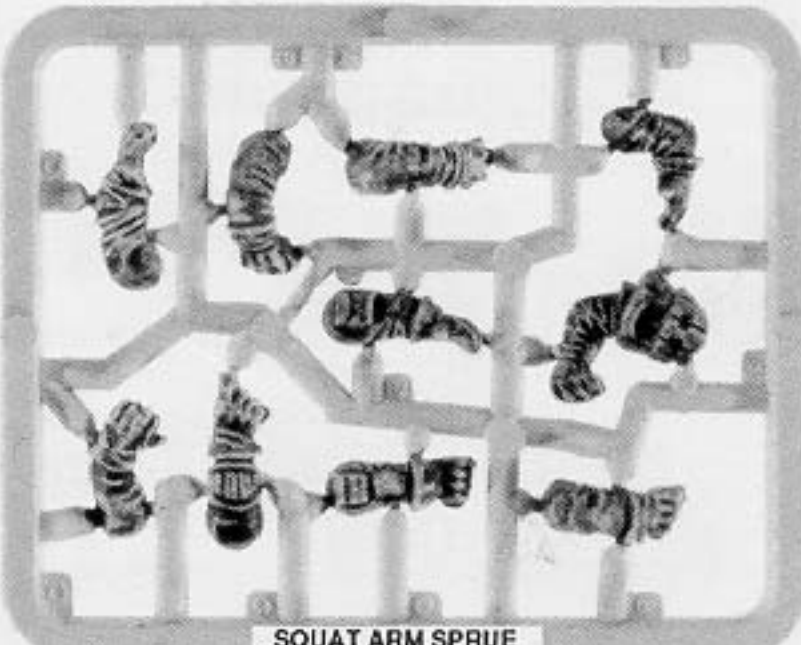
ORK ARMS SPRUE  
102531



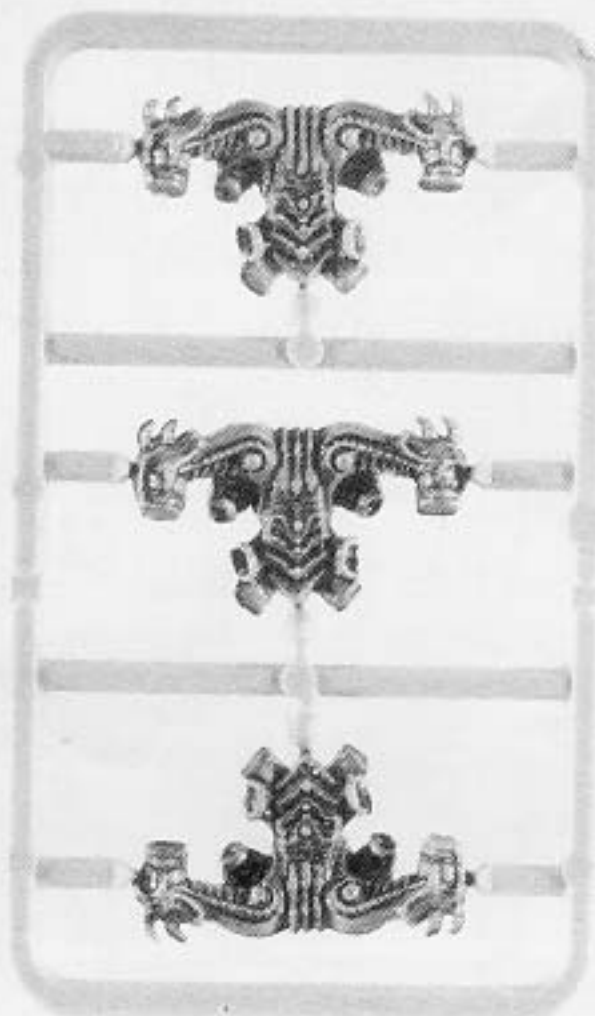
HUMAN CLOTHED ARMS SPRUE  
131258



SPACE MARINE BACK PACKS AND BANNER SPRUE  
131926



SQUAT ARM SPRUE  
1321317



CHAOS RENEGADE BACK PACKS SPRUE  
131914



HUMAN BARE ARMS SPRUE  
126031

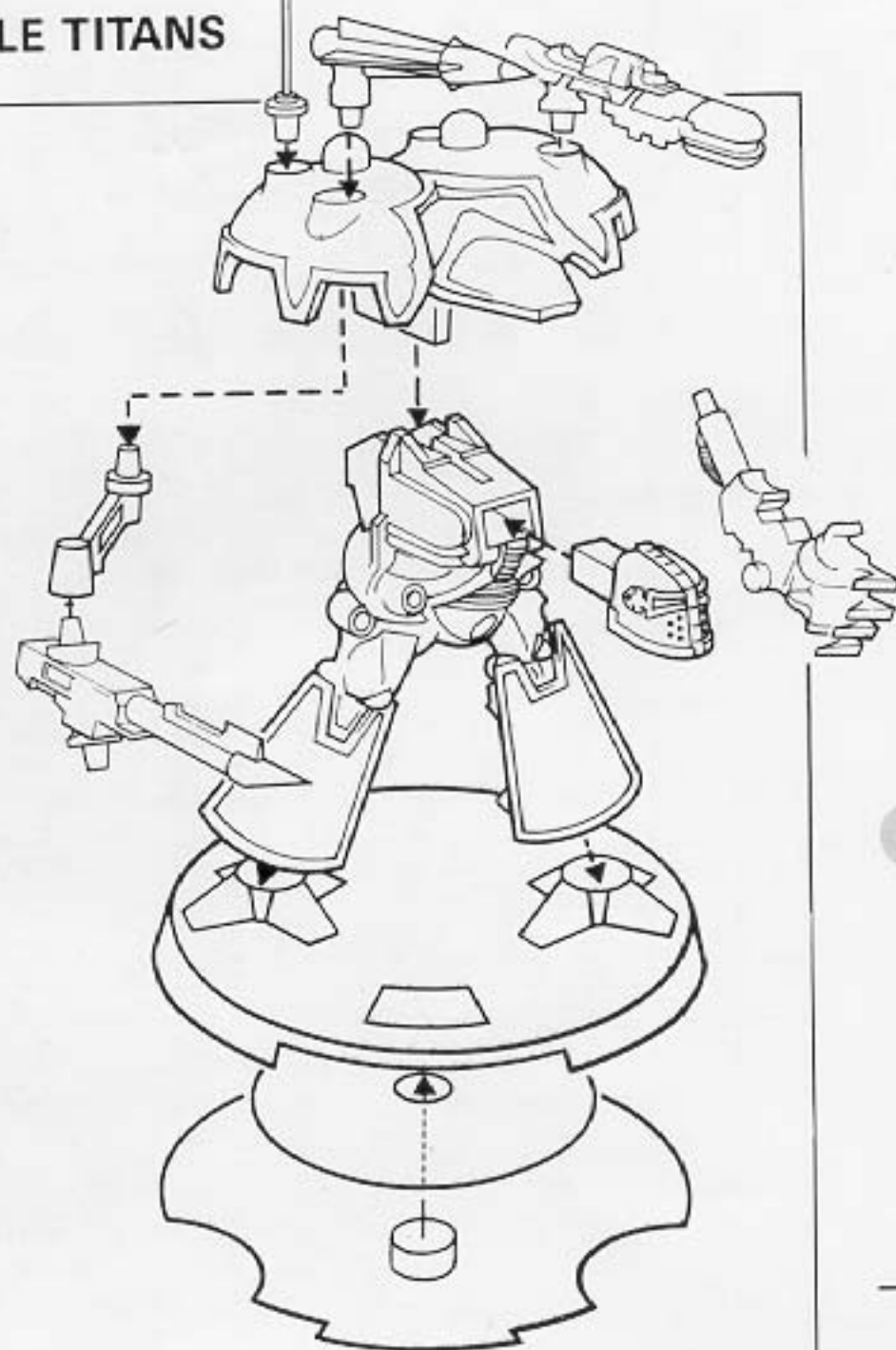
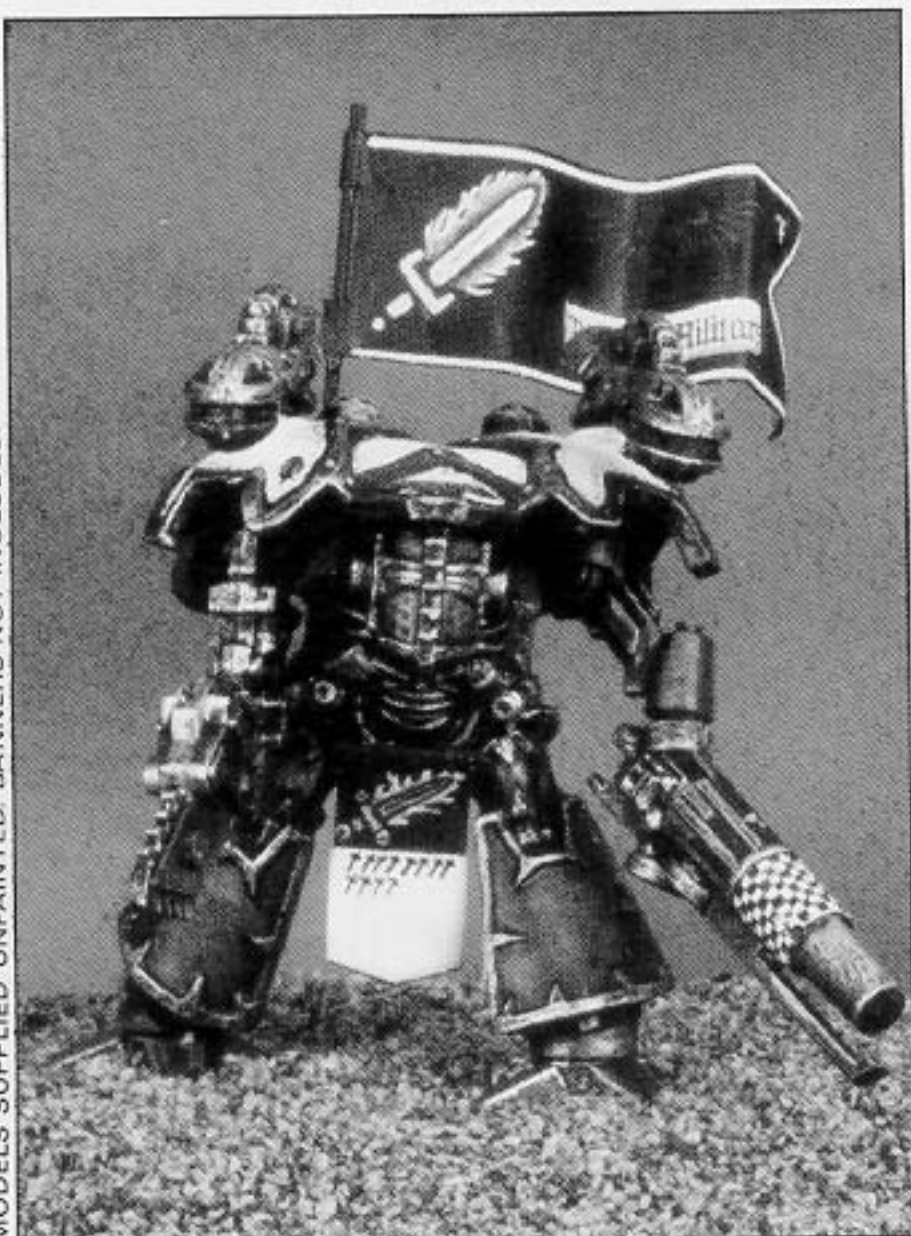
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# IMPERIAL BATTLE TITANS

BOXED SET OF 6 PLASTIC BATTLE TITANS

ACTUAL SIZE

MODELS SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.



MODELS REQUIRE ASSEMBLY

The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord Class Battle Titans come with interchangeable weapons.



EACH BOX SET CONTAINS 6 TITAN BODY SPRUES AND 2 TITAN WEAPON SPRUES



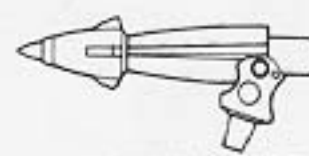
VOLCANO CANNON



QUAKE CANNON



PLASMA DESTRUCTOR



VORTEX MISSILE



GATLING BLASTER



LASER BLASTER



TITAN MULTIPLE ROCKET LAUNCHER



MELTA CANNON



PLASMA CANNON



LAS BURNER



CHAIN FIST



POWER FIST

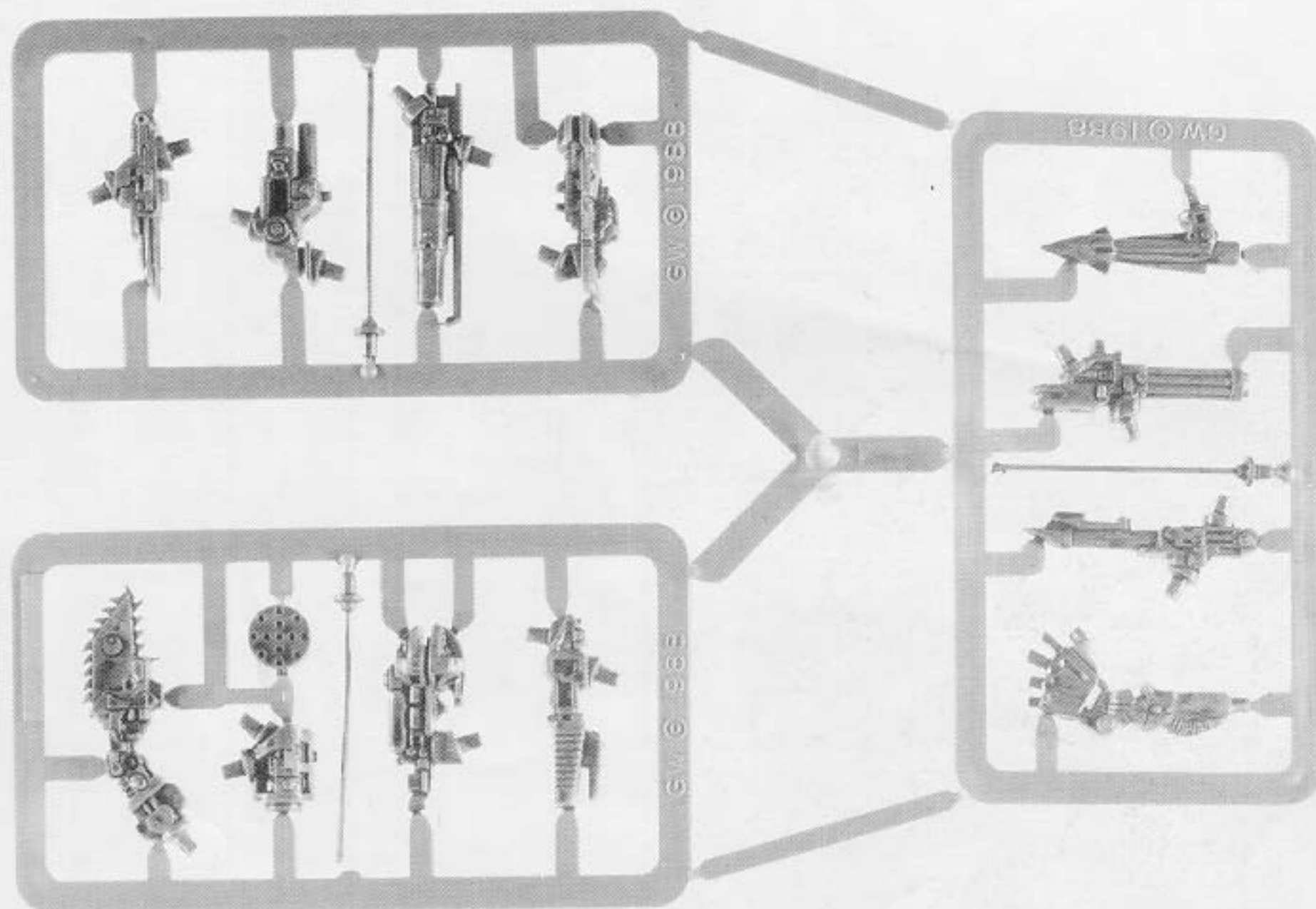
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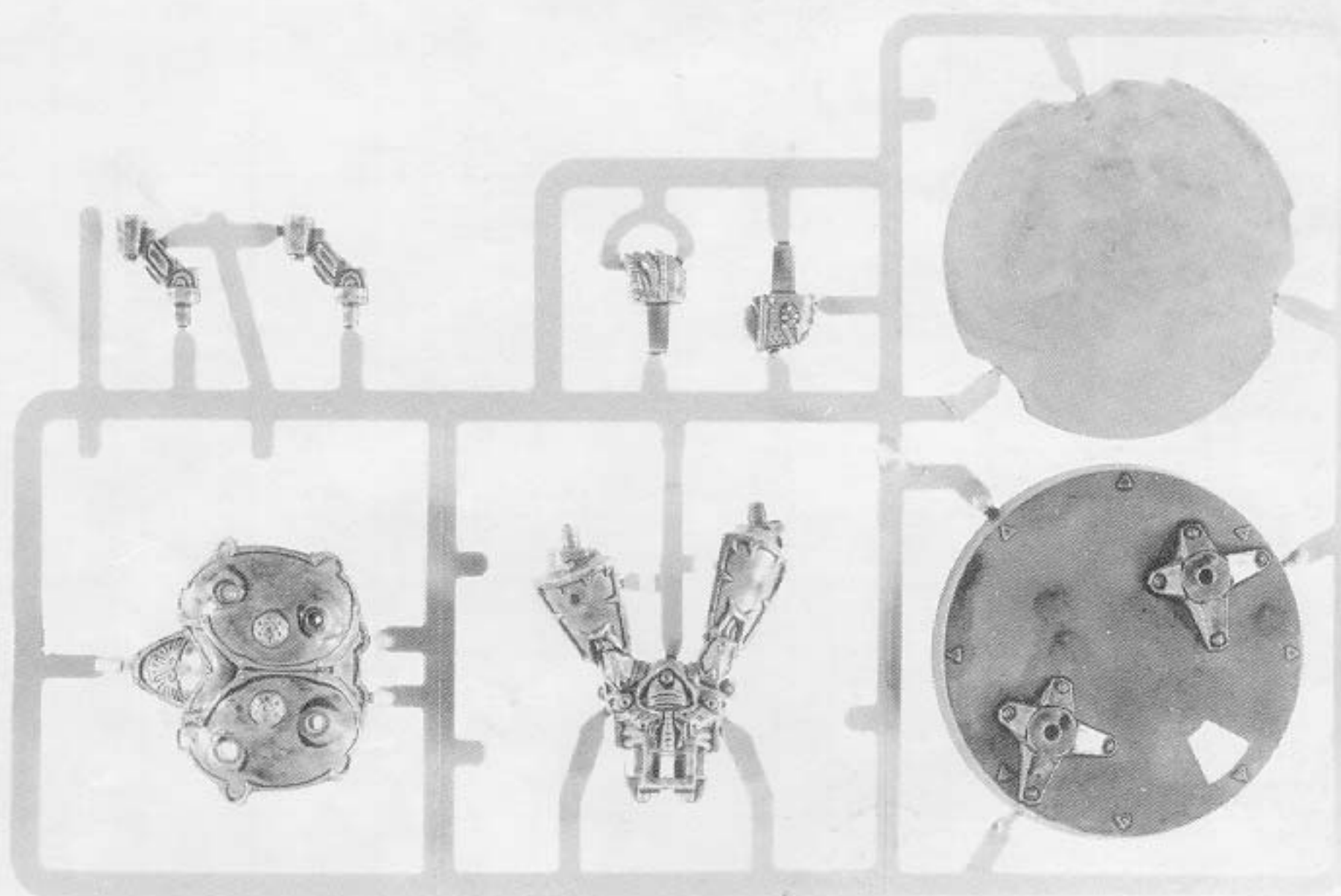
CITADEL  
MINIATURES



# IMPERIAL BATTLE TITANS



TITAN WEAPONS SPRUE  
(SHOWN AT 70% ACTUAL SIZE)  
131206



TITAN BODY SPRUE  
(SHOWN AT 70% ACTUAL SIZE)  
131186

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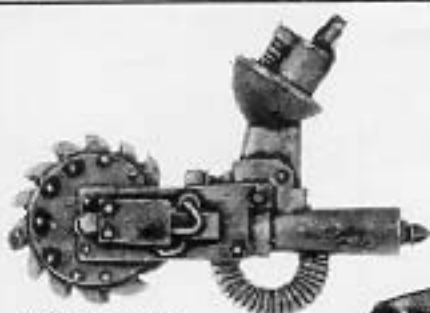


JOHN BLANCHE

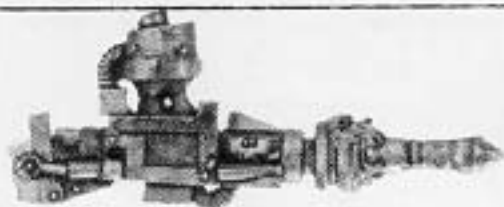


# TITAN HEADS AND WEAPONS

Designed by Colin Dixon



POWER SAW\*  
076027/39



WARP\*  
MISSILE  
076027/25



CARAPACE  
LANDING PAD 1  
076027/22



CARAPACE  
LANDING PAD 2  
076027/33



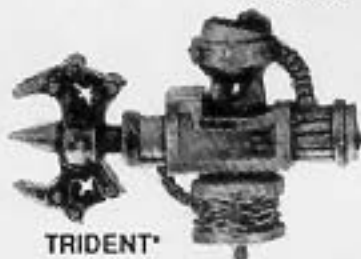
POWER RAM\*  
076027/26



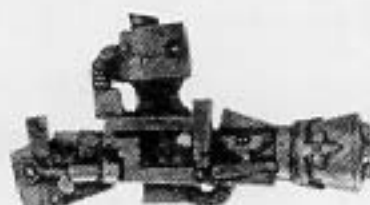
HARPOON\*  
MISSILE  
076027/43



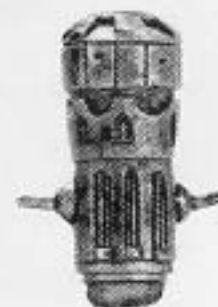
FIRE CONTROL  
PLATFORM  
076027/34



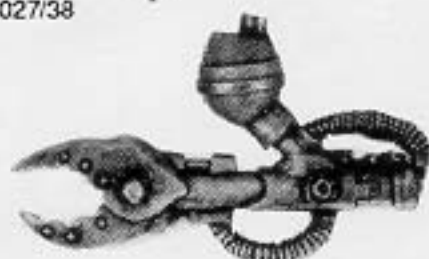
TRIDENT\*  
076027/38



BARRAGE MISSILE\*  
LAUNCHER  
076027/35



FIRE CONTROL  
TOWER  
076027/28



BATTLE CLAW\*  
076027/44



CORVUS\*  
ASSAULT POD  
076027/31



WRECKER\*  
076027/30



CHAOS ENERGY WHIP\*  
076027/29



CHAOS TITAN TAIL 1  
076027/44



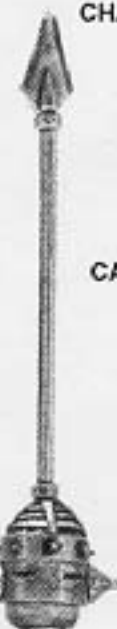
CHAOS TITAN TAIL 2  
076027/41



CHAOS TITAN TAIL 3  
076027/40



CHAOS TITAN TAIL 4  
076027/42



BANNER  
POLE 1  
076027/23



CARAPACE MULTI-LASERS\*  
076027/36



DEATHSTRIKE CANNON  
076027/32



RUBBLE CLAW  
(ALTERNATIVE FOOT TYPE)  
076027/37



DEVOTIONAL BELL  
076027/27



TITAN HEAD 1  
076027/15



TITAN HEAD 2  
076027/8



TITAN HEAD 3  
076027/3



TITAN HEAD 4  
076027/17



TITAN HEAD 5  
076027/5



BANNER  
POLE 2  
076027/24



WEAPON  
HEAD 1  
076027/14



WEAPON  
HEAD 2  
076027/12



EAGLE HEAD  
076027/6



DRAGON HEAD  
076027/7



CORVUS  
ASSAULT HEAD  
076027/19



CUSTODIAN HEAD  
076027/13



COMMAND HEAD 1  
076027/11



COMMAND HEAD 2  
076027/1



CLOSE COMBAT  
HEAD 1  
076027/2



CLOSE COMBAT  
HEAD 2  
076027/18



SLAANESH HEAD  
076027/9



KHORNE  
SKULL HEAD  
076027/21



KHORNE  
HOUND HEAD  
076027/4



NURGLE HEAD  
076027/16



TZEENTCH HEAD  
076027/10



HORNED  
HELM HEAD  
076027/20

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS  
THOSE MODELS MARKED \* WILL ALSO FIT THE METAL REAVER TITANS.

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# REAYER TITANS



**TURBO-LASER  
DESTRUCTOR**  
076015/4



**PLASMA BLASTGUN**  
076015/6



**VULCAN MAGA-BOLTER**  
076015/6



**MULTIPLE ROCKET  
LAUNCHER**  
076015/14



**INFERNO GUN**  
076015/5



**POWER FIST**  
076015/18



**DEVOTION SEALS**  
076015/11



**SHOULDER  
GUARD 1**  
076015/13



**HEAD 1**  
076015/17



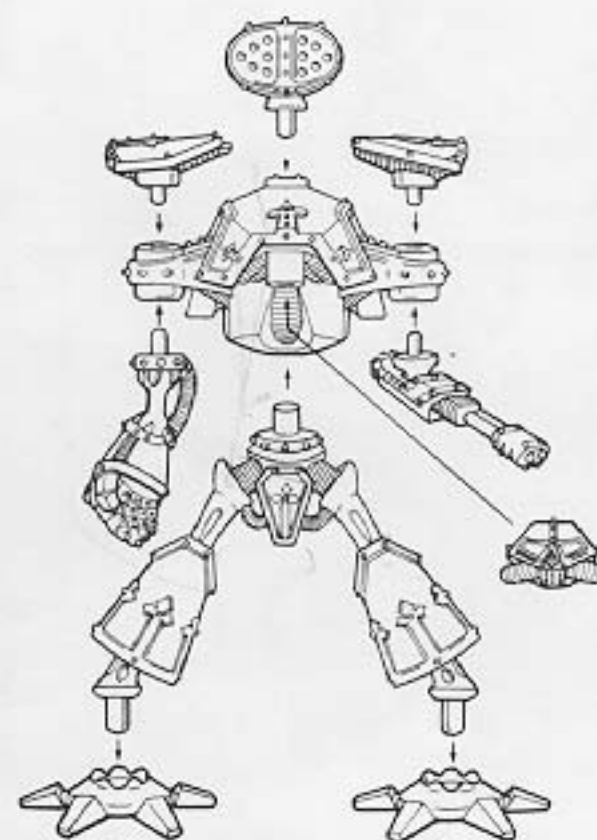
**HEAD 2**  
076015/15



**CHAIN FIST**  
076015/16



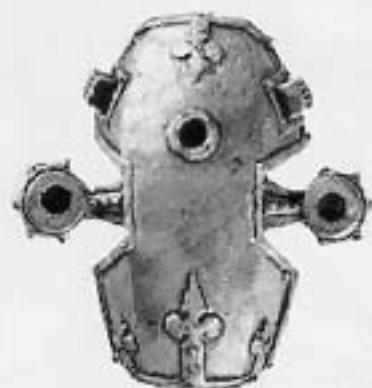
**SHOULDER  
GUARD 2**  
076015/12



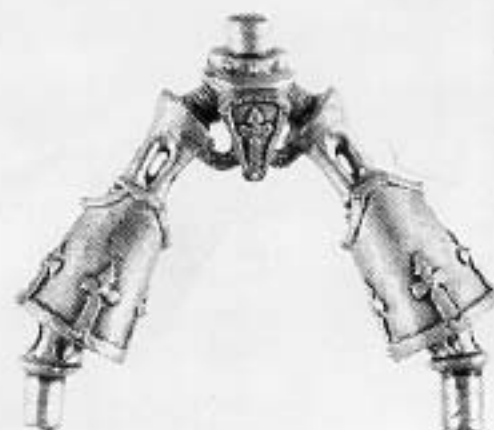
**EACH COMPLETE REAYER TITAN CONSISTS OF:**

1 x CARAPACE  
1 x HEAD  
2 x SHOULDER GUARDS  
1 x DEVOTION SEALS  
1 x LEGS  
2 x FEET  
3 x WEAPONS

YOU MAY CHOOSE TO HAVE A BANNER  
POLE INSTEAD OF ONE OF THE WEAPONS  
PLEASE STATE WHICH ITEMS YOU  
REQUIRE WHEN ORDERING



**CARAPACE**  
076015/8



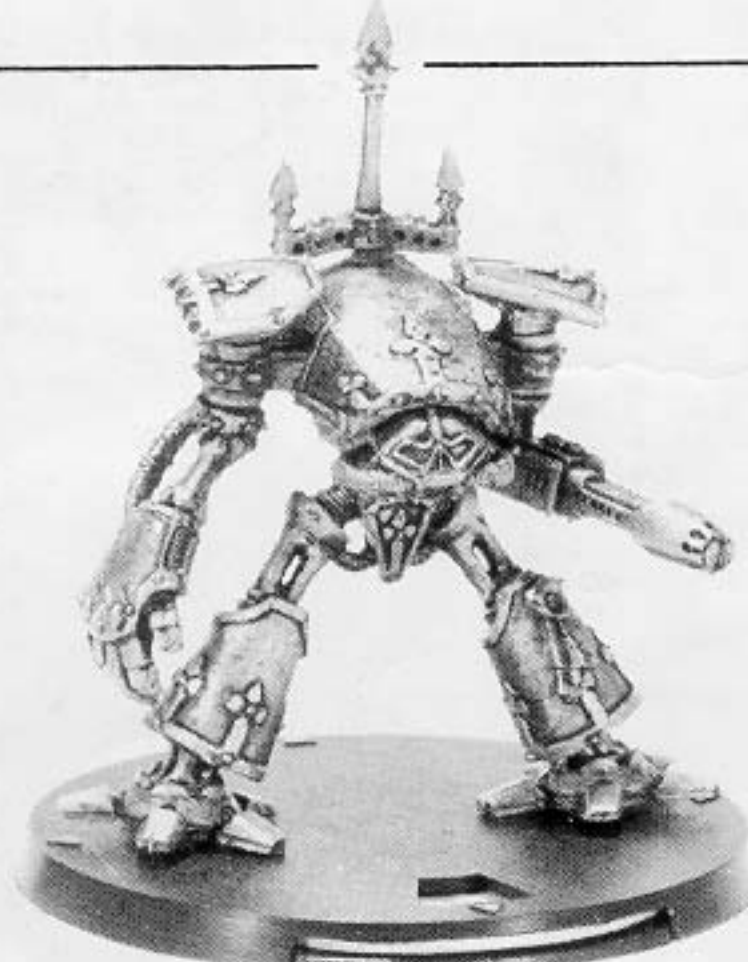
**LEGS**  
076015/9



**FOOT**  
076015/10



**BANNER POLE**  
076015/19



THESE ARE EXAMPLES OF COMPLETE REAYER TITANS

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**CITADEL  
MINIATURES**

Designed by Jes Goodwin



# WAR HOUNDS



INFERNO GUN  
076015/5



VULCAN MAGA-BOLTER  
076015/6



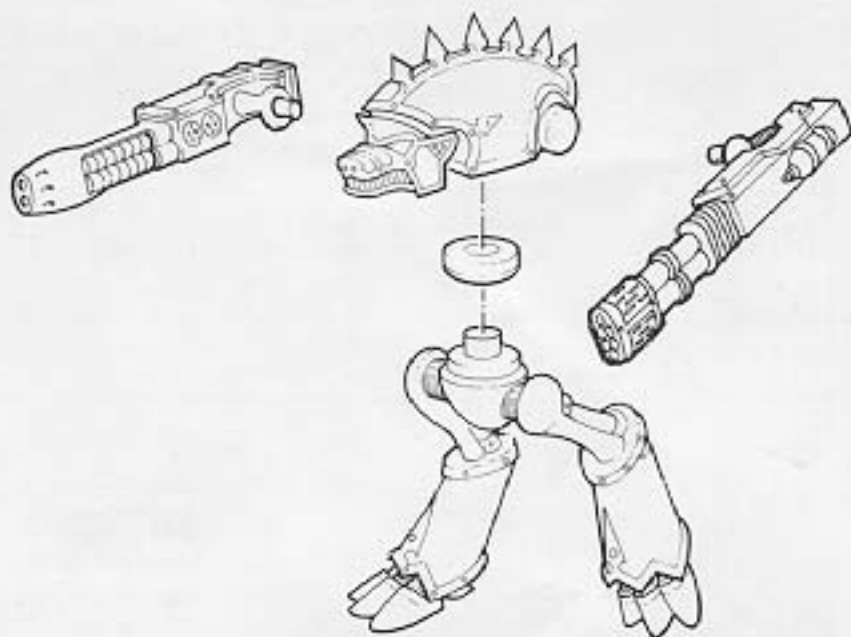
MULTIPLE ROCKET  
LAUNCHER  
076015/14



TURBO-LASER  
DESTRUCTOR  
076015/4



PLASMA BLASTGUN  
076015/6



EACH COMPLETE WAR HOUND CONSISTS OF:  
1 x LEGS  
1 x HEAD AND TORSO  
1 x CONNECTING RING  
2 x WEAPONS  
PLEASE STATE WHICH WEAPONS  
YOU REQUIRE WHEN ORDERING.



HEAD AND TORSO  
076015/2



CONNECTING RING  
076015/3



LEGS  
076015/1



THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

Designed by Jes Goodwin



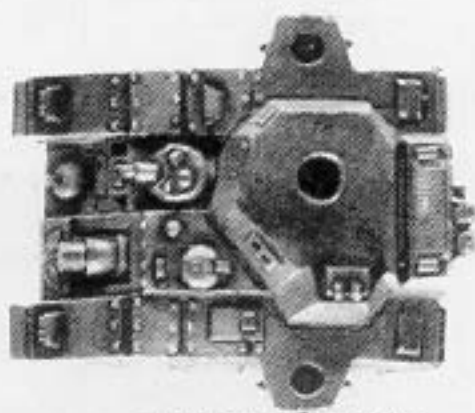
# IMPERIAL TANKS & WAR MACHINES

## THE COMPLETE BANEBLADE CONSISTS OF:

- 1 x BANE BLADE CHASSIS
- 1 x BANEBLADE TURRET
- 1 x SPONSON TURRETS 1



**BANEBLADE  
SUPER HEAVY BATTLETANK**



**BANEBLADE CHASSIS  
076054/1**



**BANEBLADE TURRET  
076054/3**



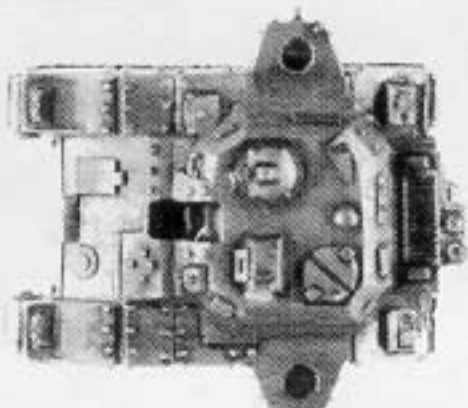
**SPONSON  
TURRETS 1  
076054/2**

## THE COMPLETE SHADOWSWORD CONSISTS OF:

- 1 x SHADOWSWORD CHASSIS
- 1 x VOLCANO CANNON
- 1 x SPONSON TURRETS 2



**SHADOWSWORD  
SUPER HEAVY TANK DESTROYER**



**SHADOWSWORD CHASSIS  
076054/4**



**VOLCANO CANNON  
076054/5**



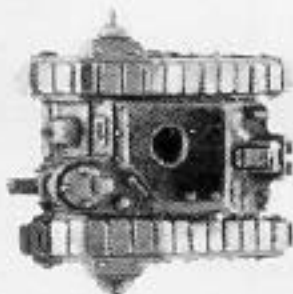
**SPONSON TURRETS 2  
076054/6**

## THE COMPLETE LEMAN RUSS CONSISTS OF:

- 1 x LEMAN RUSS CHASSIS
- 1 x LEMAN RUSS TURRET



**LEMAN RUSS  
BATTLE TANK**



**LEMAN RUSS CHASSIS  
076041/7**



**LEMAN RUSS TURRET  
076015/6**

## THE COMPLETE PREDATOR CONSISTS OF:

- 1 x PREDATOR CHASSIS
- 1 x PREDATOR TURRET
- 1 x LAS-CANNON SPONSONS
- 1 x PREDATOR LEFT SIDE
- 1 x PREDATOR RIGHT SIDE



**PREDATOR**

**PREDATOR TURRET  
076041/4**



**PREDATOR CHASSIS  
076041/1**



**LAS-CANNON  
SPONSON'S  
076041/5**



**PREDATOR  
LEFT SIDE  
076041/2**



**PREDATOR  
RIGHT SIDE  
076041/3**

## THE COMPLETE WHIRLWIND CONSISTS OF:

- 1 x WHIRLWIND CHASSIS
- 1 x WHIRLWIND MULTI LAUNCHER
- 1 x WHIRLWIND SIDES



**WHIRLWIND**



**WHIRLWIND CHASSIS  
076066/9**



**WHIRLWIND  
MULTI LAUNCHER  
076066/10**



**WHIRLWIND  
SIDES  
076066/8**



## THE COMPLETE DEPLOYED DROP POD CONSISTS OF:

- 1 x DEPLOYED DROP POD SHELL
- 1 x CARGO

PLEASE STATE WHICH CARGO YOU REQUIRE



**DEPLOYED DROP  
POD SHELL  
076078/2**



**ASSAULT POD  
CARGO  
076078/4**



**SUPPORT POD  
CARGO  
076078/3**



**DEATHWIND  
CARGO  
076078/5**



**DEPLOYED  
DROP POD**



**DROP POD  
076078/1**

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**CITADEL  
MINIATURES**

Designed by the Citadel Design Team with Colin Dixon

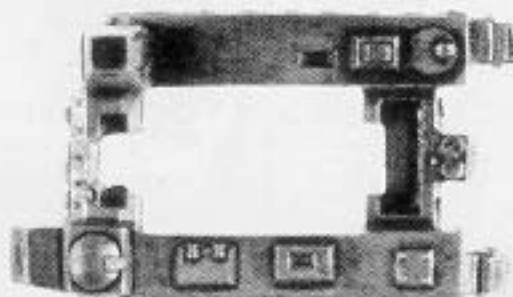


# IMPERIAL TANKS & WAR MACHINES



**IMPERIAL  
MOLE**

THE COMPLETE IMPERIAL MOLE CONSISTS OF:  
1 x IMPERIAL MOLE TRANSPORTER  
1 x MOLE  
1 x HYDRAULIC PISTON  
1 x LIFTING PLATFORM



**IMPERIAL MOLE  
TRANSPORTER**  
076078/9



**MOLE**  
076078/10



**HYDRAULIC  
PISTON**  
076078/11



**LIFTING  
PLATFORM**  
076078/12



**IMPERIAL  
TERMITE**



**SURFACED  
TERMITE**  
076078/8

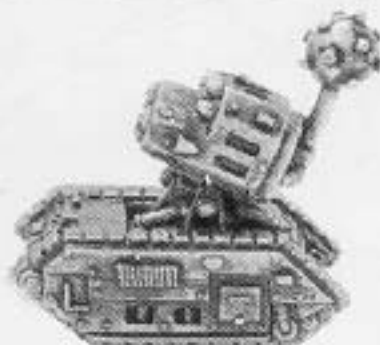
THE COMPLETE IMPERIAL TERMITE CONSISTS OF:  
1 x TERMITE TRANSPORTER  
1 x TERMITE



**TERMITE TRANSPORTER**  
076078/6

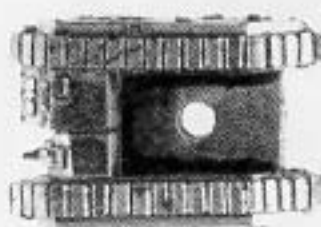


**TERMITE**  
076078/7



**MANTICORE**

THE COMPLETE MANTICORE CONSISTS OF:  
1 x MANTICORE / BASILISK CHASSIS  
1 x MANTICORE MULTI-LAUNCHER TYPE 1



**MANTICORE / BASILISK  
CHASSIS**  
076066/3



**MANTICORE MULTI-LAUNCHER  
TYPE 1**  
076066/6



**BASILISK**

THE COMPLETE BASILISK CONSISTS OF:  
1 x MANTICORE / BASILISK CHASSIS  
1 x BASILISK CANNON TYPE 1

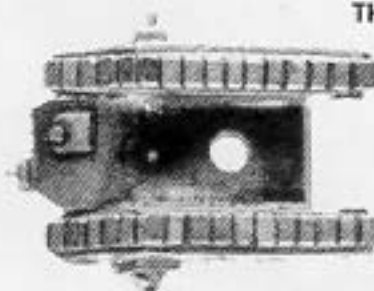


**BASILISK CANNON  
TYPE 1**  
076066/4

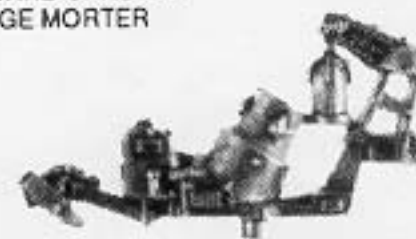


**BOMBARD**

THE COMPLETE BOMBARD CONSISTS OF:  
1 x BOMBARD CHASSIS  
1 x SIEGE MORTER



**BOMBARD CHASSIS**  
076066/1



**SIEGE MORTER**  
076066/2



**VINDICATOR Mark 2**  
076041/10



**GORGON Mark 1**  
076041/11



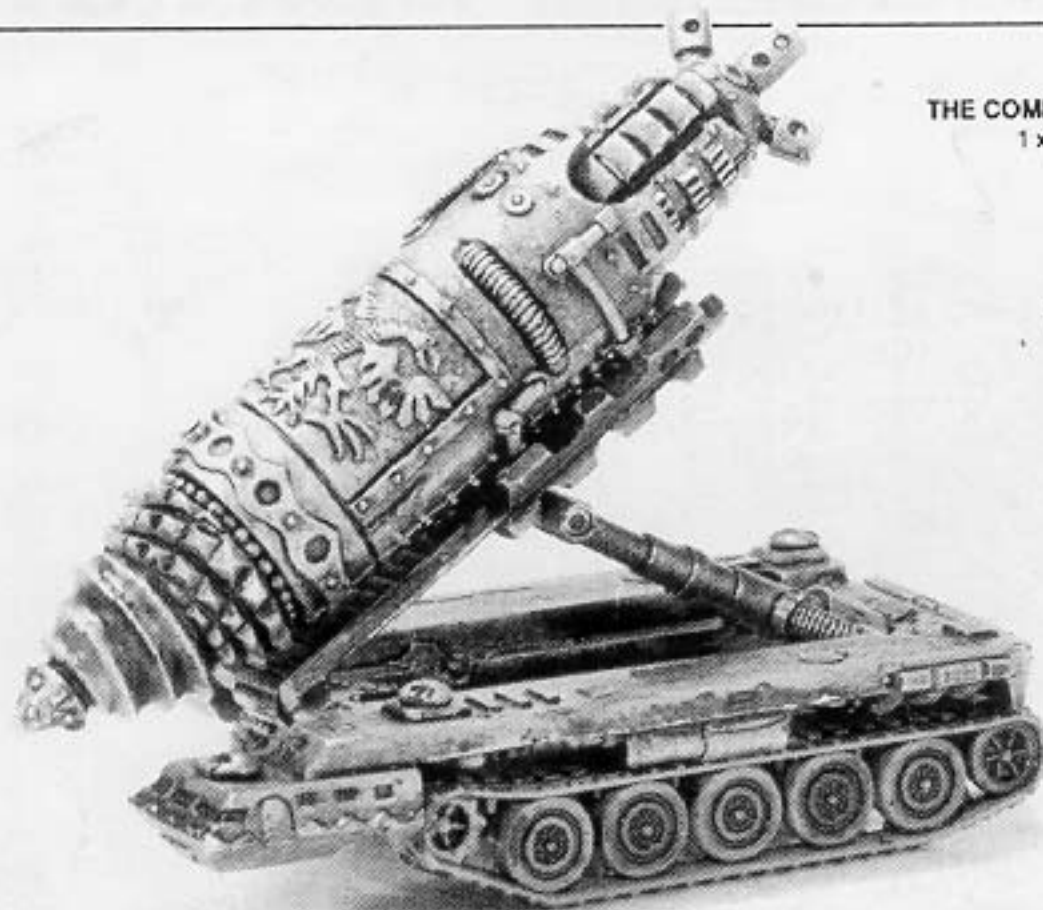
**GORGON Mark 2**  
076041/12

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**CITADEL  
MINIATURES**

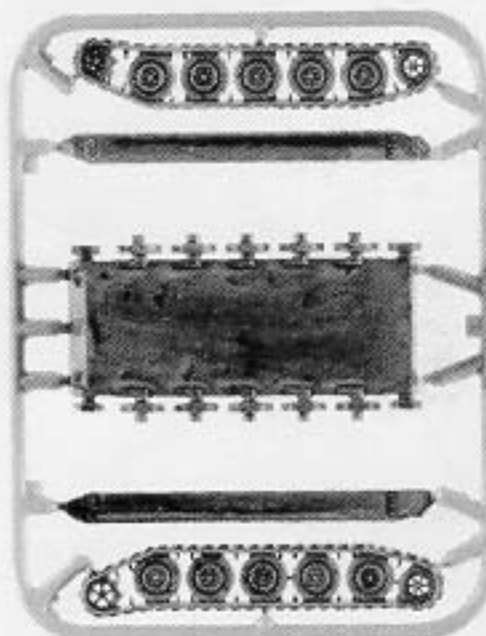
# HELLBORE



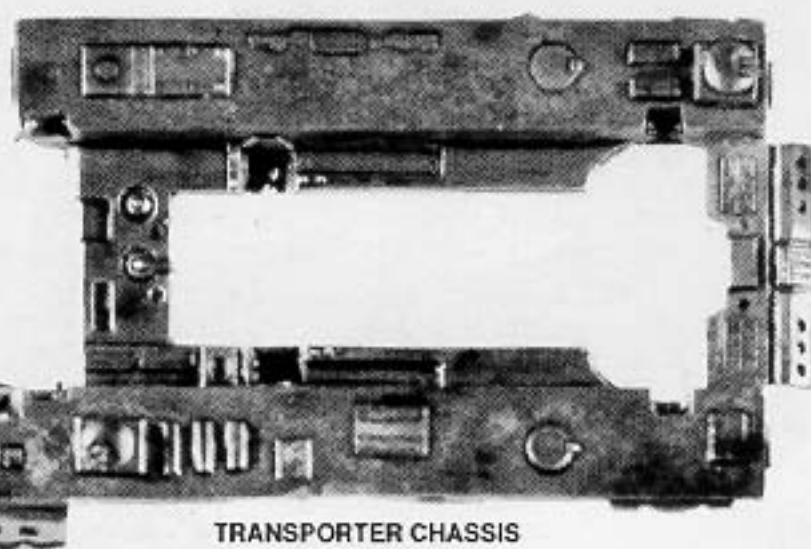
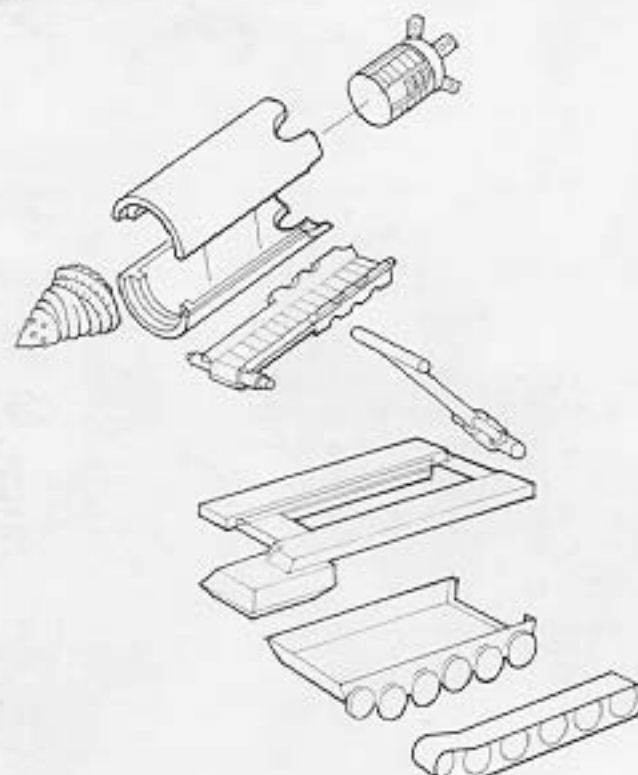
THE COMPLETE HELLBORE CONSISTS OF:  
 1 x TRANSPORTER CHASSIS  
 1 x BORE HEAD  
 1 x PROPULSION JET  
 1 x BORE SIDE 1  
 1 x BORE SIDE 2  
 1 x LAUNCHING RAMP  
 1 x HYDRAULIC PISTON  
 1 x TRACK SPRUE

THIS IS AN ASSEMBLED  
HELLBORE

THIS MODEL WILL REQUIRE  
ASSEMBLY AS SHOWN IN THE  
EXAMPLE ON THE RIGHT



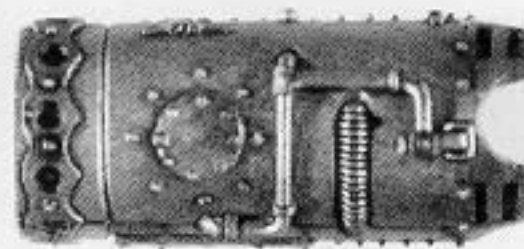
TRACKS SPRUE  
(SHOWN AT 50%)  
102543



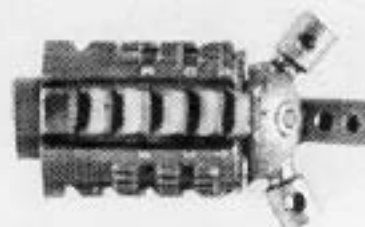
TRANSPORTER CHASSIS  
076080/1



BORE HEAD  
076080/6



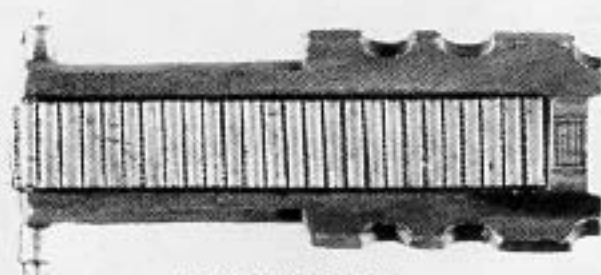
BORE SIDE 1  
076080/3



PROPULSION JET  
076080/7



BORE SIDE 2  
076080/4



LAUNCHING RAMP  
076080/2



HYDRAULIC PISTON  
076080/5

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CITADEL  
MINIATURES

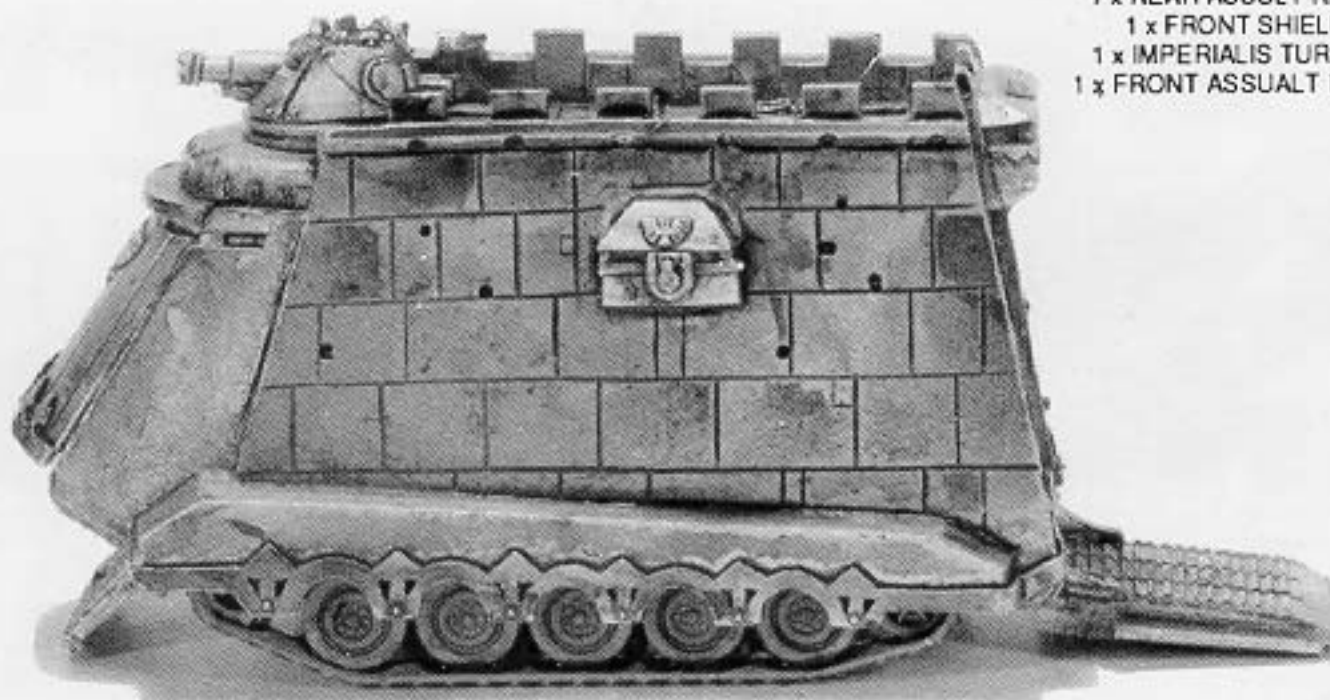
Designed by the Citadel Design Team



# CAPITOL IMPERIALIS

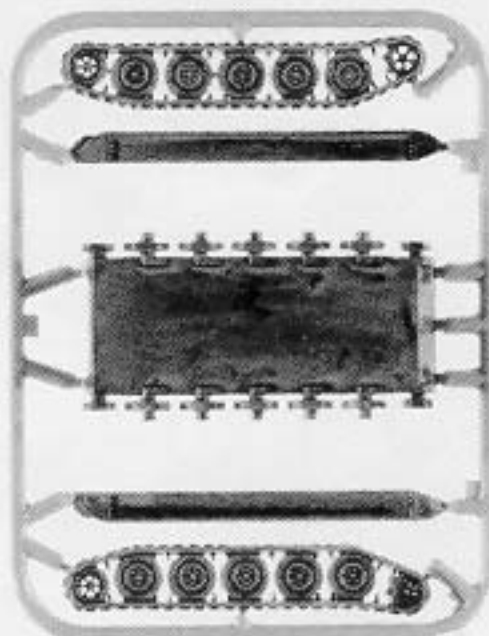
THE COMPLETE CAPITAL IMPERIALIS CONSISTS OF:

- 1 x IMPERIALIS RIGHT SIDE
- 1 x IMPERIALIS LEFT SIDE
- 1 x ARMoured ROOF
- 1 x REAR ASSULT RAMP
- 1 x FRONT SHIELD
- 1 x IMPERIALIS TURRET
- 1 x FRONT ASSUALT RAMP

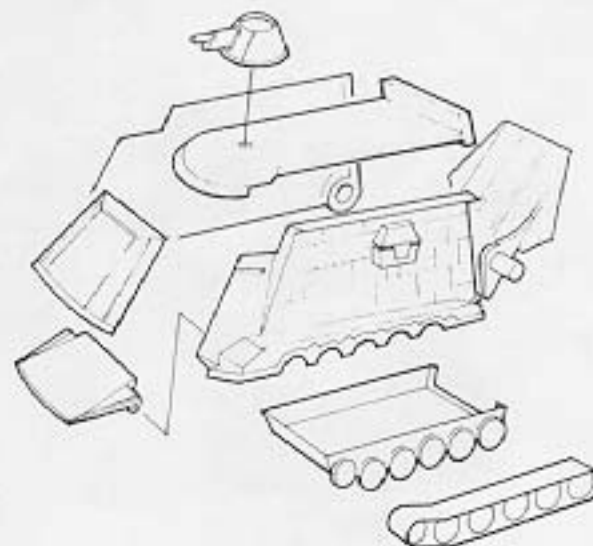


THIS IS AN ASSEMBLED  
CAPITOL IMPERIALIS

THIS MODEL WILL REQUIRE  
ASSEMBLY AS SHOWN IN THE  
EXAMPLE ON THE RIGHT



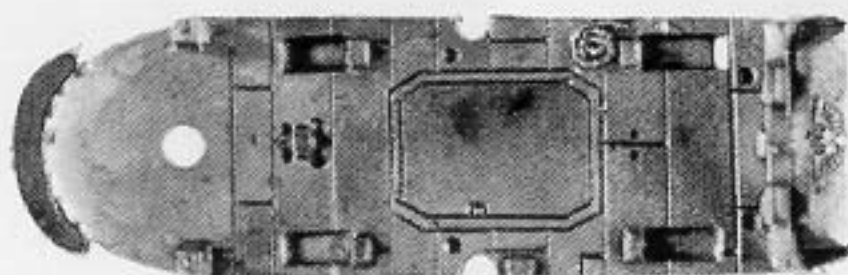
TRACKS SPRUE  
(SHOWN AT 50%)  
102543



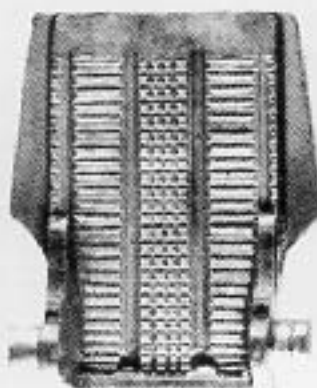
IMPERIALIS RIGHT SIDE  
076080/9



IMPERIALIS LEFT SIDE  
076080/8



ARMoured ROOF  
076080/10



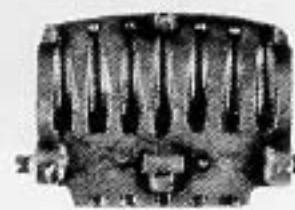
REAR ASSULT RAMP  
076080/11



FRONT SHIELD  
076080/12



IMPERIALIS TURRET  
076080/14



FRONT ASSUALT RAMP  
076080/13

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# IMPERIAL KNIGHTS

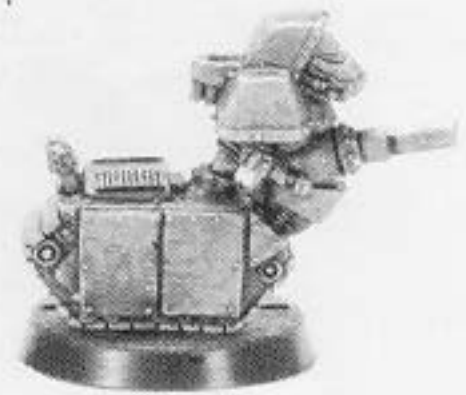
## WARDENS



WARDEN 1  
076100/7



WARDEN 2  
076100/8



WARDEN 1  
076100/9

## PALADINS



PALADIN 1  
076100/2

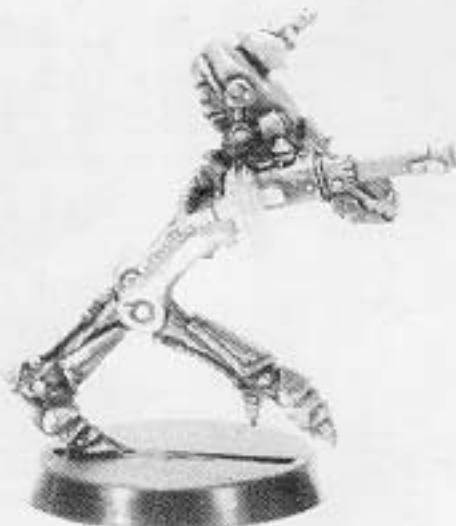


PALADIN 2  
076100/1

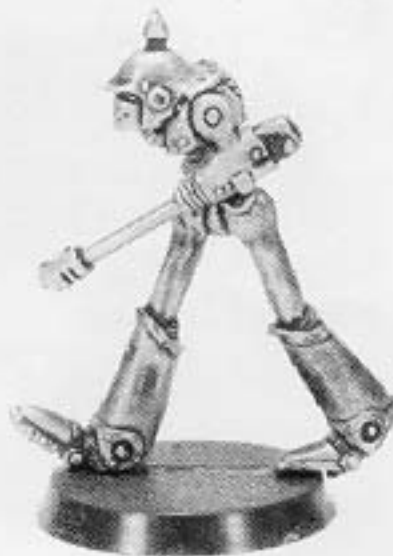


PALADIN 3  
076100/3

## LANCERS



LANCER 1  
076100/5



LANCER 2  
076100/6



LANCER 3  
076100/4

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CITADEL  
MINIATURES

Designed by Jes Goodwin

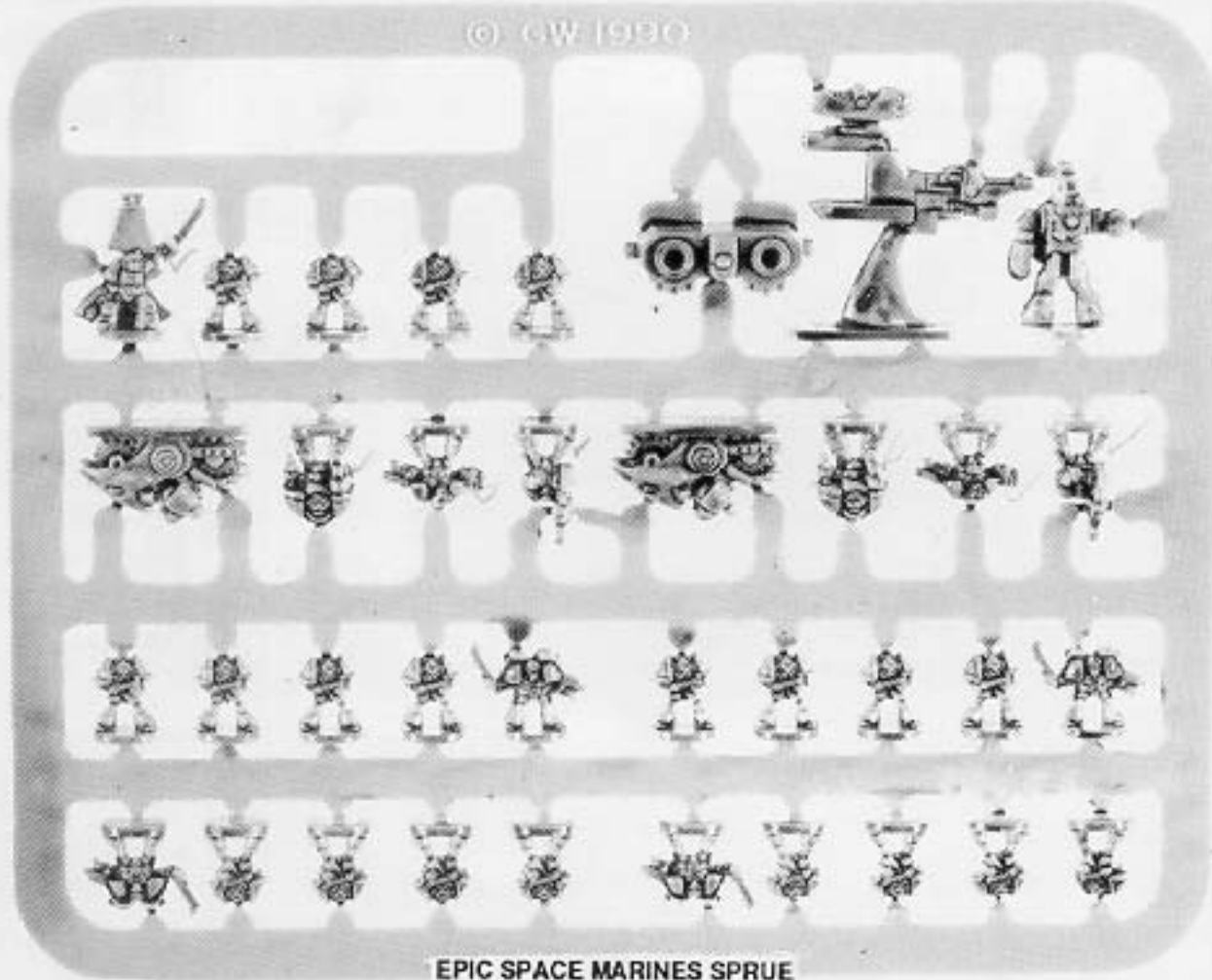


# EPIC IMPERIAL



**EPIC SPACE MARINES**  
This box set contains 10 of the highly detailed plastic sprues as shown on the right

**EPIC SPACE MARINE SPRUES**  
Each sprue contains the following:  
1 Robot, 2 Marine captains, 2 Marines with heavy weapons, 1 Marine commander, 20 Marines in mark 7 armour, 2 Marines in terminator armour, 4 Marines with jump packs, 2 Marine Bikers, 1 Land Speeder.

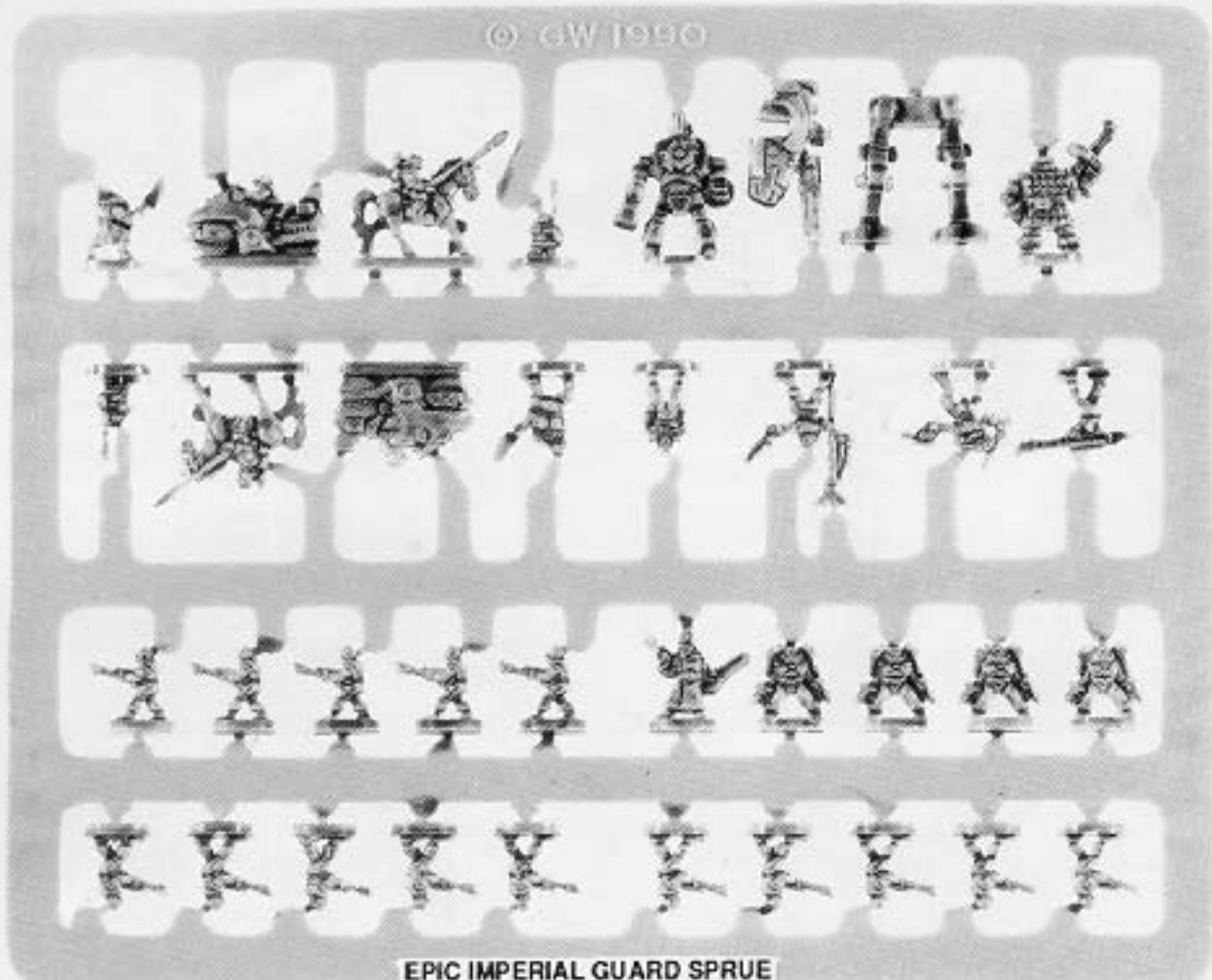


EPIC SPACE MARINES SPRUE  
125984



**EPIC IMPERIAL GUARD**  
This box set contains 10 of the highly detailed plastic sprues as shown on the right

**EPIC IMPERIAL GUARD SPRUES**  
Each sprue contains the following:  
15 Imperial guardsmen, 4 Assault troops with jump packs, 1 Imperial guard gunners, 1 Imperial commissar, 2 Ratling snipers/infantry, 3 Beastmen, 1 Heavy weapon guardman, 1 Imperial guard officer, 1 Sentinel walker, 1 Robot, 1 Ogryn trooper, 2 Rough riders, 2 Imperial Guard Bikers.



EPIC IMPERIAL GUARD SPRUE  
125972

## ROBOTS



COLOSSUS  
076078/17



CATAPHRACT  
076078/21



CRUSADER  
076078/19



CONQUEROR  
076078/20



CASTELLAN  
076078/18

## DREADNOUGHTS



CONTEMPTOR CLASS  
WITH BANNER  
076078/15



FURIBUNDUS CLASS  
076078/16



CONTEMPTOR CLASS  
076078/14



DEREDEO CLASS  
076078/13

Designed by  
Alan Perry



# ELDAR TITANS



LAS CANNON WING  
076404/2



MULTI LAUNCHER WING  
076404/3



FARSEER HEAD  
076404/14



HEAD 1  
076404/12



HEAD 2  
076404/8



FOOT  
076404/7



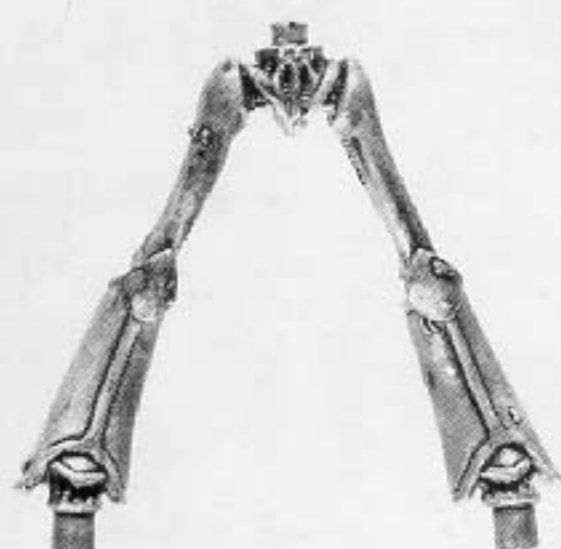
SHOULDER 1  
076404/5



TORSO  
076404/4



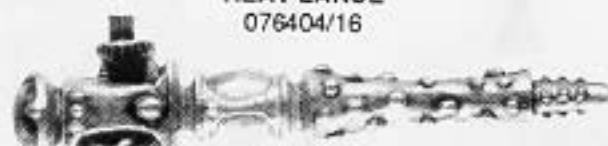
SHOULDER 2  
076404/6



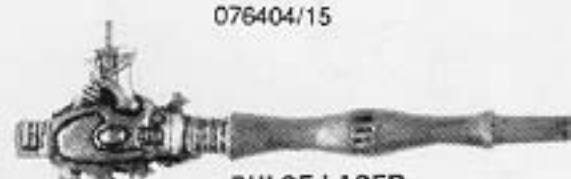
LEGS  
076404/1



HEAT LANCE  
076404/16



PSY CANNON  
076404/15



PULSE LASER  
076404/9



D-CANNON  
076404/10



V-CANNON  
076404/13



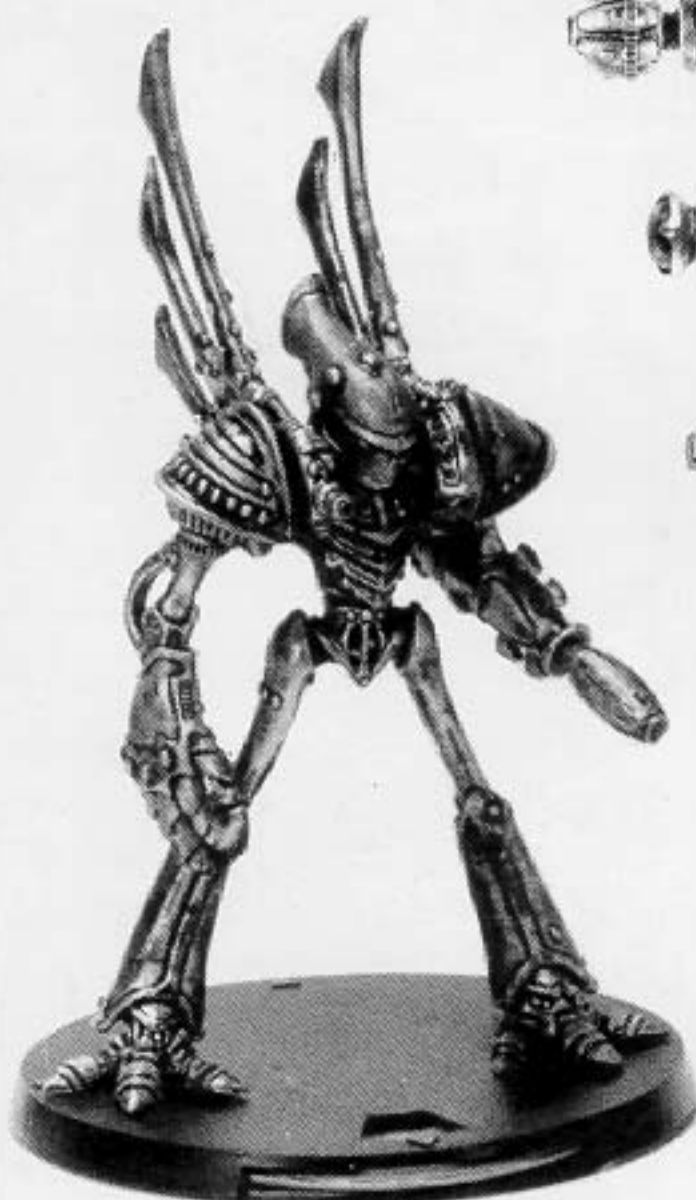
POWER FIST  
076404/11



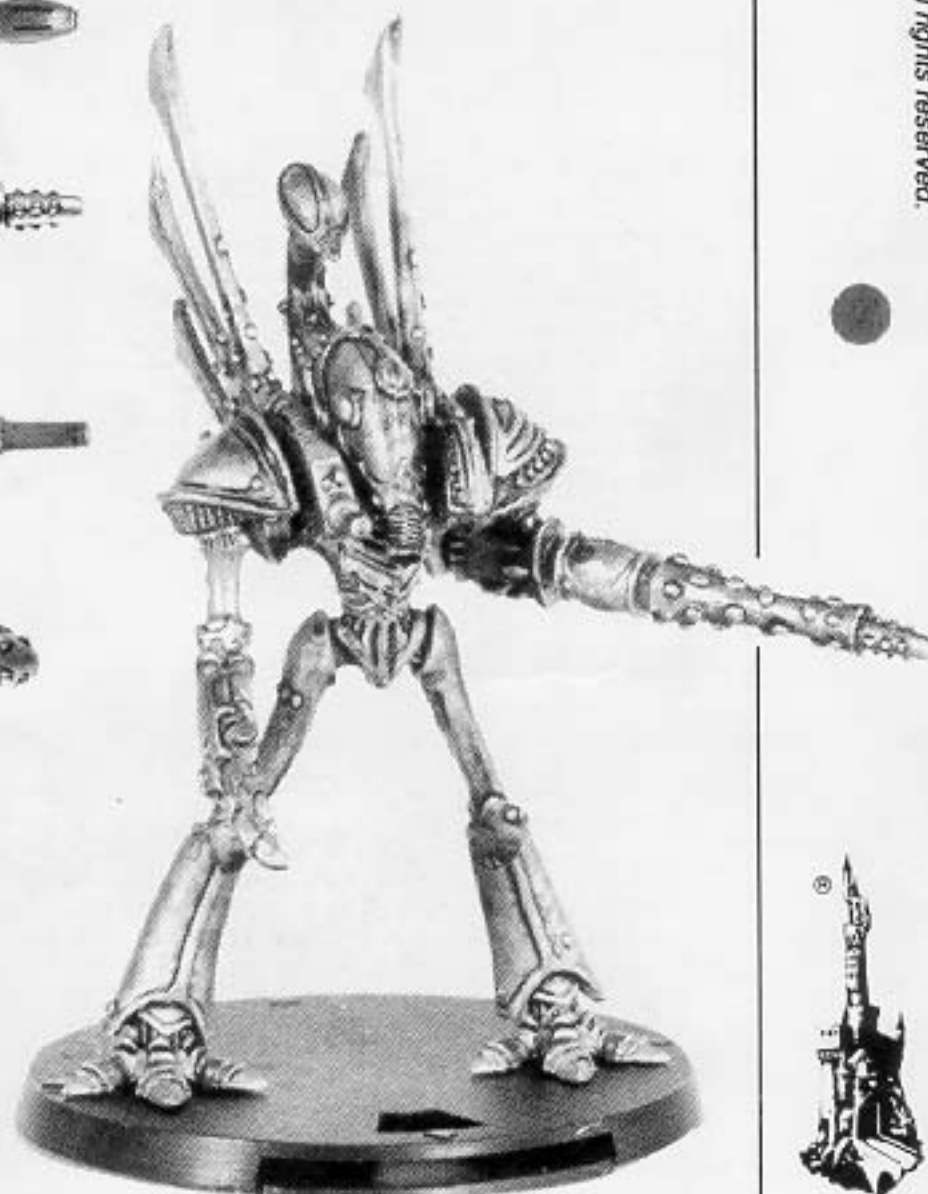
EACH COMPLETE ELDAR TITAN CONSISTS OF:

- 2 x WINGS
- 1 x LEGS
- 1 x TORSO
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDERS
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN YOU ORDER



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE ELDAR TITAN

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CITADEL  
MINIATURES

Designed by Jes Goodwin



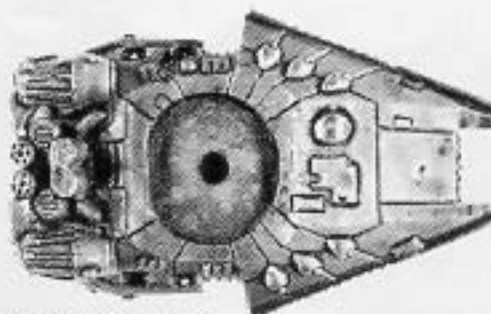
# EPIC ELДАР

Designed by Jes Goodwin

## TEMPEST GRAV TANK



THE COMPLETE TEMPEST CONSISTS OF:  
1 x TEMPEST CHASSIS  
1 x TEMPEST LASER AND SHURIKEN  
CANNON TURRETS



TEMPEST CHASSIS  
076429/1

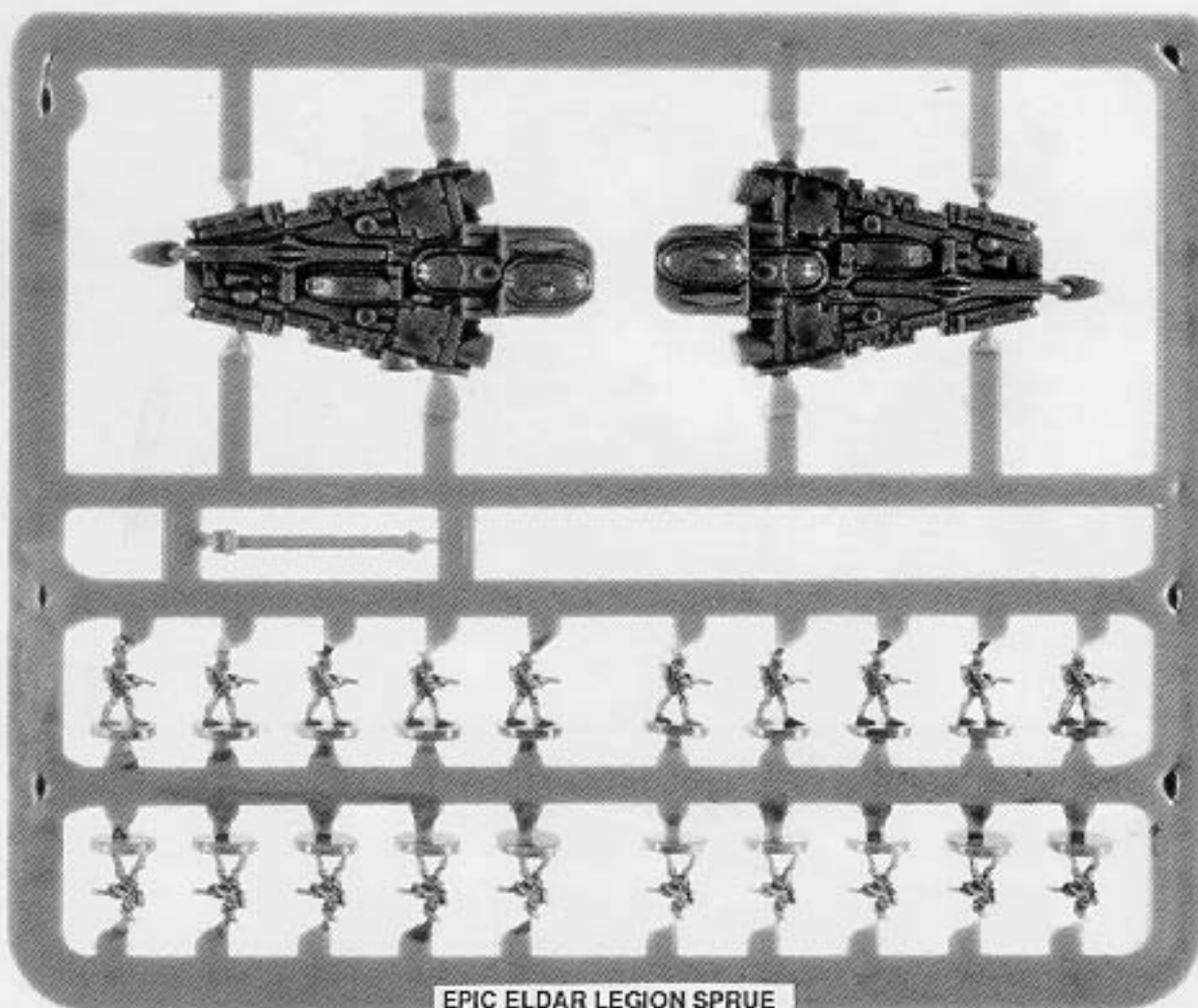


TEMPEST LASER AND SHURIKEN  
CANNON TURRETS  
076429/2



**EPIC ELДАР LEGION**  
This box set contains 8 of the  
highly detailed sprues as  
shown on the right

**EPIC ELДАР LEGION SPRUES**  
Each sprue contains the following:  
2 Falcon grav-tanks and 20 Eldar infantry

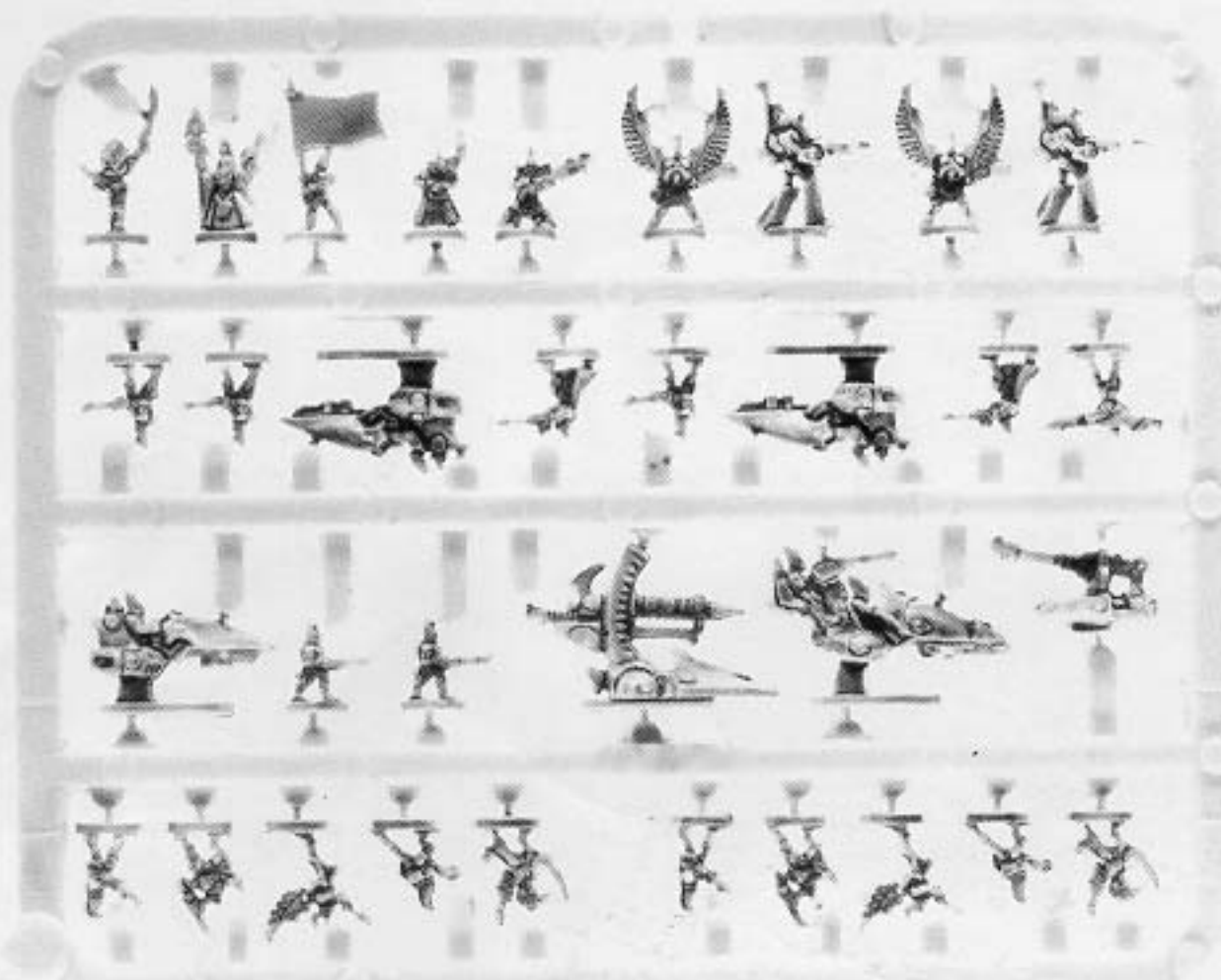


EPIC ELДАР LEGION SPRUE  
132342



**EPIC ELДАР WAR HOST**  
This box set contains 10 of the  
highly detailed sprues as shown  
on the right

**EPIC ELДАР WAR HOST SPRUES**  
Each sprue contains the following:  
2 Harlequins, 2 Striking scorpions, 2 Wraithguard,  
1 Warlock, 1 Assault jet bike, 5 Guardians, 2 Scouts,  
2 Swooping hawks, 1 Guardian artillery crew,  
1 Grav-mount vibro-cannon, 2 Exarchs, 1 Howling  
banchee, 2 Guardians with heavy weapons,  
3 Jetbikes, 2 Fire dragons, 2 Dark reapers,  
2 Dire avengers, 1 Guardian standard bearer  
and 1 Grav-mount artillery



EPIC ELДАР WAR HOST  
102461







# ELDAR KNIGHTS



**FIRE GALE 1**  
076470/1



**BRIGHT STALLION 1**  
076470/8



**TOWERING DESTROYER 1**  
076470/3



**FIRE GALE 2**  
076470/2



**BRIGHT STALLION 2**  
076470/5



**TOWERING DESTROYER 2**  
076470/9



**FIRE GALE 3**  
076470/4



**FIRE GALE 4**  
076470/6



**FIRE GALE 5**  
076470/7

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Designed by Jes Goodwin

# ORK GREAT GARGANT



THE COMPLETE ORK  
GREAT GARGANT  
CONSISTS OF:  
1 x BODY SECTION 1  
1 x BODY SECTION 2  
1 x BODY SECTION 3  
1 x STOKER'S PLATFORM  
1 x FURNACE DOORS  
1 x BALCONY  
2 x FEET  
1 x HEAD  
2 x WEAPON MOUNTS  
PLUS  
2 x ARM WEAPONS  
(RIPPER FIST OR GATLING CANNON)  
PLUS  
1 x BELLY MOUNTED GUN  
(GUT BUSTER OR SNAPPER)  
PLUS  
2 x SHOULDER MOUNTED TURRETS  
(SCORCHER OR BATTLE CANNON  
OR OBSERVATION TURRET)  
PLUS  
1 x HEAD TURRET IF  
MORK HEAD IS CHOSEN  
(SCORCHER OR BATTLE CANNON  
OR OBSERVATION TURRET)  
PLEASE STATE WHICH ITEMS  
YOU REQUIRE WHEN ORDERING



BODY SECTION 1  
076208/6



BODY SECTION 2  
076208/5



BODY SECTION 3  
076208/4



FOOT  
076208/10



BATTLE CANNON TURRET  
076208/16



SCORCHER CANNON  
076208/14



BATTLE CANNON HEAD  
076208/2



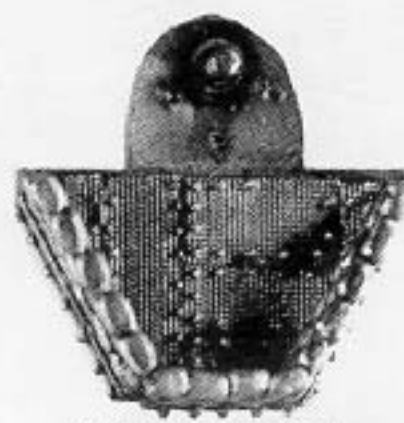
GORK HEAD  
076208/1



MORK HEAD  
076208/3



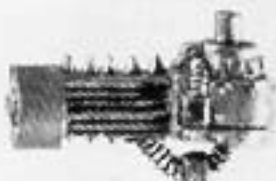
OBSERVATION  
TURRET  
076208/13



STOKERS PLATFORM  
076208/8



RIPPER FIST  
076208/18



GATLING CANNON  
076208/15



WEAPON MOUNT 1  
076208/11



FURNACE DOORS  
076208/7



GUT BUSTER  
076208/17



SNAPPER  
076208/19



WEAPON MOUNT 2  
076208/12



BALCONY  
076208/9

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MINIATURES

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# SLASHA GARGANT



EXAMPLE OF THE COMPLETED SLASHA GARGANT

THE COMPLETE SLASHA GARGANT CONSISTS OF:

- 1 x FRONT
- 1 x BACK
- 1 x RIGHT SIDE
- 1 x LEFT SIDE
- 1 x HEAD
- 1 x BELLY GUN
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



RIPPER FIST  
076211/6



BATTLE CANNONS  
076211/7



HEAD 1  
076211/5



BELLY GUN  
076211/8



DEATH CANNON  
076211/10



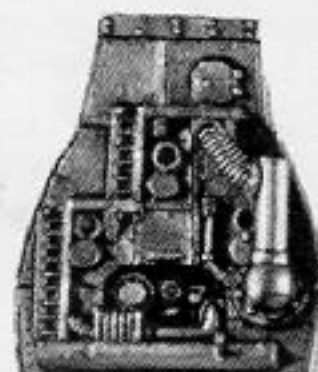
CLUSTER BUSTER  
076211/11



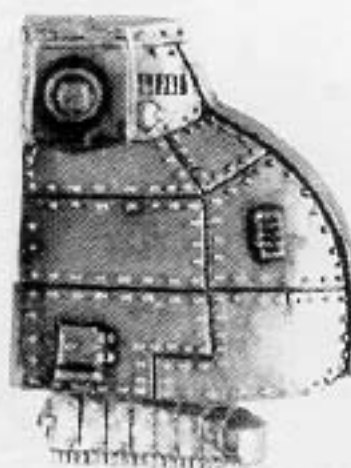
HEAD 2  
076211/9



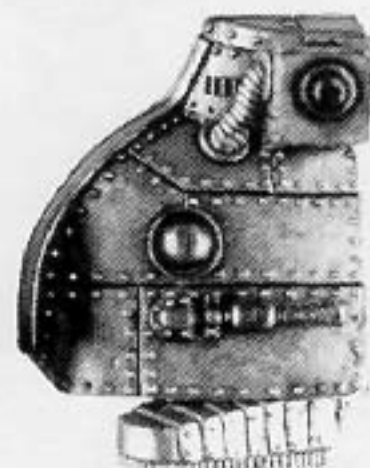
FRONT  
076211/4



BACK  
076211/3



RIGHT SIDE  
076211/2



LEFT SIDE  
076211/1



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MINIATURES

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# ORK WAR MACHINES



SKULL HAMMA



GIBLET GRINDA



BRAIN CRUSHA



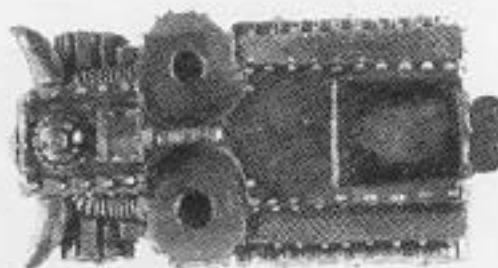
GUT RIPPA



BONE CRUNCHA



BOWEL BURNA



SKULL HAMMA  
CHASSIS  
076247/1

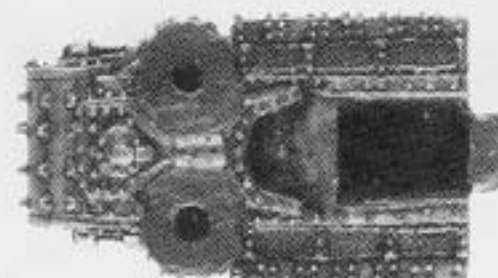
THE COMPLETE SKULL HAMMA CONSISTS OF:  
1 x SKULL HAMMA CHASSIS  
1 x BOILER  
2 x SKULL HAMMA TURRETS



BOILER  
076247/2



SKULL HAMMA  
TURRET  
076247/3



GIBLET GRINDA  
CHASSIS  
076247/4

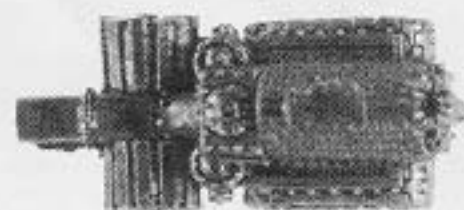
THE COMPLETE GIBLET GRINDA CONSISTS OF:  
1 x GIBLET GRINDA CHASSIS  
2 x GIBLET GRINDA TURRETS  
1 x GIBLET GRINDA OBSERVATION TOWER



GIBLET GRINDA  
TURRET  
076247/6



GIBLET GRINDA  
OBSERVATION TOWER  
076247/5



BRAIN CRUSHA  
CHASSIS  
076250/7

THE COMPLETE BRAIN CRUSHA CONSISTS OF:  
1 x BRAIN CRUSHA CHASSIS  
1 x OBSERVATION TOWER

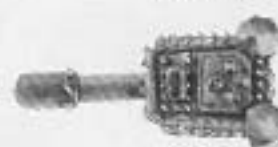


OBSERVATION  
TOWER  
076250/8

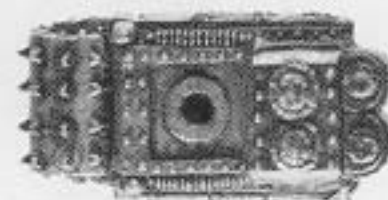


GUT RIPPA  
CHASSIS  
076250/2

THE COMPLETE GUT RIPPA CONSISTS OF:  
1 x GUT RIPPA CHASSIS  
1 x GUT RIPPA TURRET

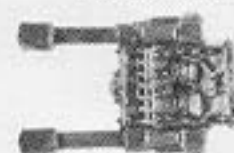


GUT RIPPA  
TURRET  
076250/3

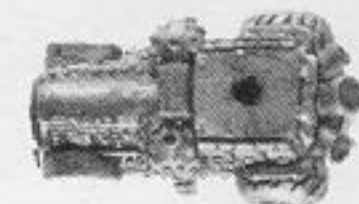


BONE CRUNCHA  
CHASSIS  
076250/4

THE COMPLETE BONE CRUNCHA CONSISTS OF:  
1 x BONE CRUNCHA CHASSIS  
1 x DUAL AUTO CANNON TURRET



DUAL AUTO  
CANNON TURRET  
076250/5



BOWEL BURNA  
CHASSIS  
076250/9

THE COMPLETE BOWEL BURNA CONSISTS OF:  
1 x BOWEL BURNA CHASSIS  
1 x BOWEL BURNA TURRET



BOWEL BURNA  
TURRET  
076250/10

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# EPIC ORKS

Designed by Kev Adams



**SPLEEN RIPPER**  
076250/12



**GOBSMASHA**  
076250/11

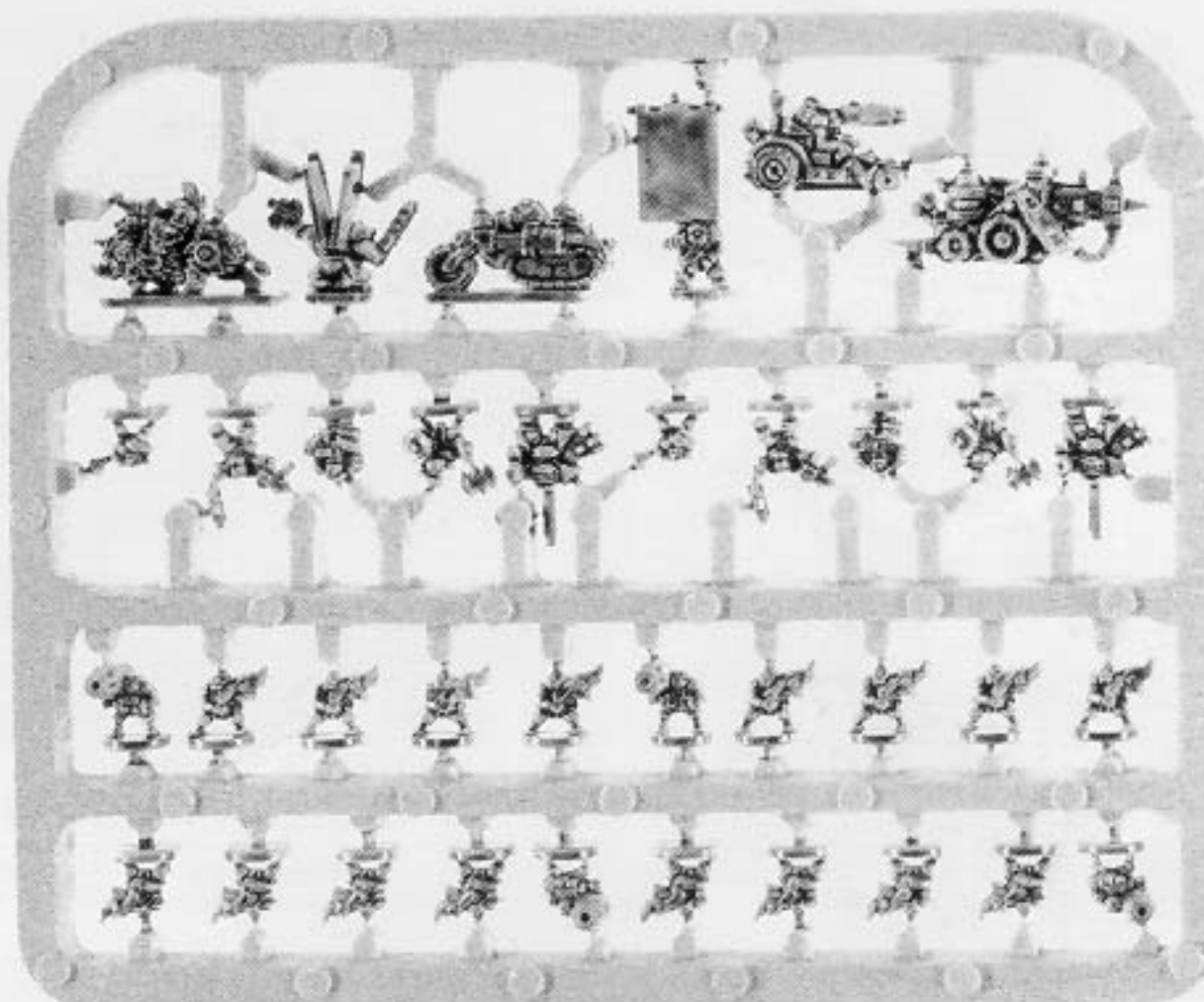


**LUNG BURSTER**  
076250/1



**EPIC ORK INVASION**  
This box set contains 10  
of the highly detailed  
plastic sprues as shown  
on the right

**EPIC ORK INVASION SPRUES**  
Each sprue contains  
1 Boarboy, 1 Standard bearer,  
1 War buggy, 1 Warboss, 1 Warbike,  
2 Stormboyz, 2 Wildboyz, 1 Tractor  
Beam, 2 Madboyz, 16 Ork boyz,  
2 Gertchin, 2 Nobz and 4 Orks with  
Heavy weapons.



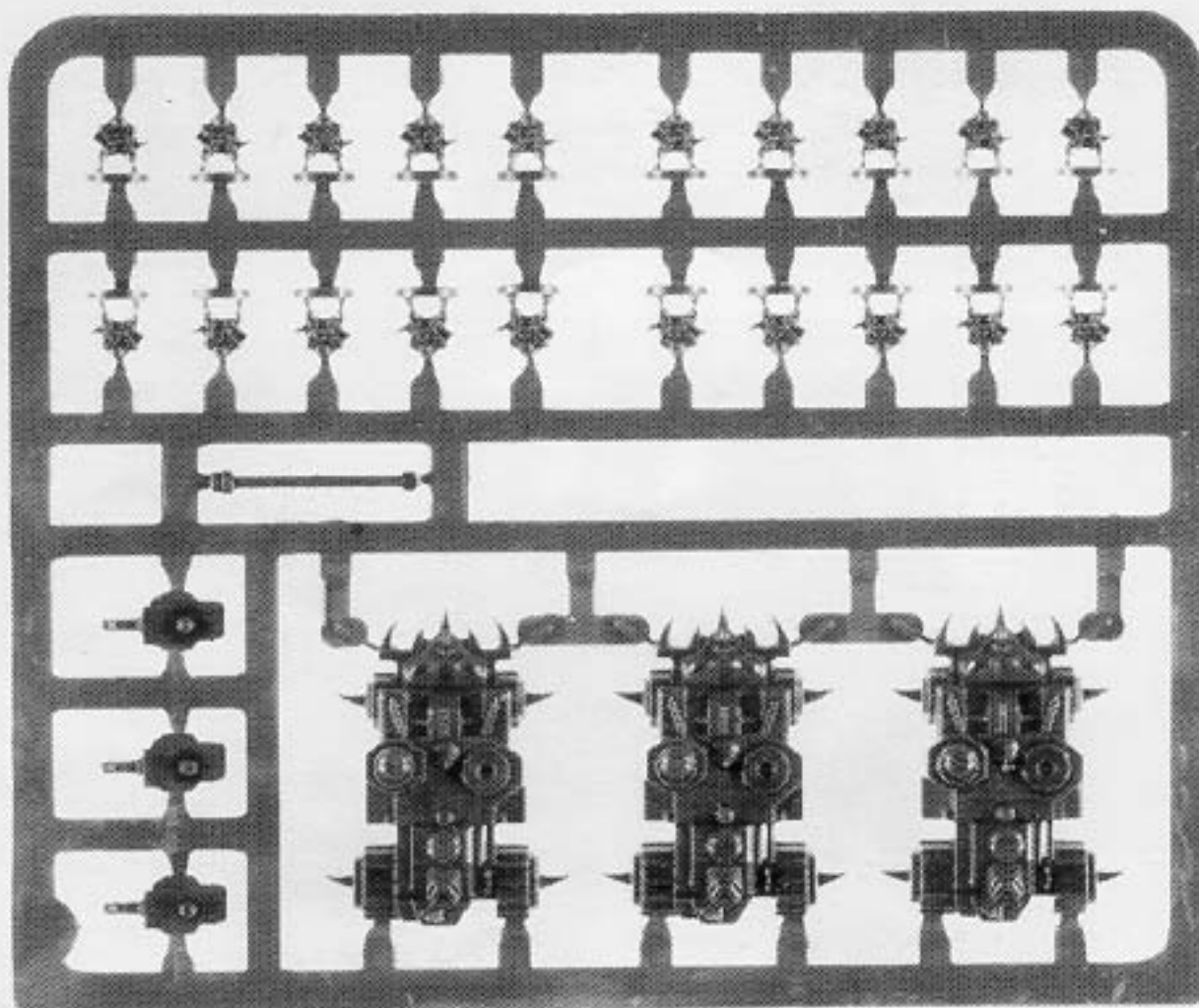
**EPIC ORK INVASION SPRUE**  
103029



**ORK HORDE**  
This box set contains 8  
of the highly detailed  
plastic sprues as shown  
on the right

**ORK HORDE SPRUES**  
Each sprue contains  
3 Battle Wagons and  
20 Ork boyz.

All the sprues are complete  
with plastic epic bases



**ORK HORDE SPRUE**  
132330

# EPIC DAEMONS

## KHORNE



**BLOODTHIRSTER**  
076501/5



**BLOODLETTER**  
076501/6



**FLESH HOUND**  
076501/7

## SLAANESH



**KEEPER OF SECRETS**  
076501/11



**DAEMONETTE**  
076501/12



**FIEND**  
076501/13

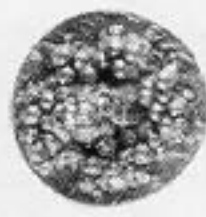
## NURGLE



**GREAT UNCLEAN ONE**  
076501/1



**PLAGUE BEARER**  
076501/2



**NURGLINGS**  
076501/4



**BEAST**  
076501/3

## TZEENTCH



**LORD OF CHANGE**  
076501/8



**HORROR**  
076501/9



**FLAMER**  
076501/10

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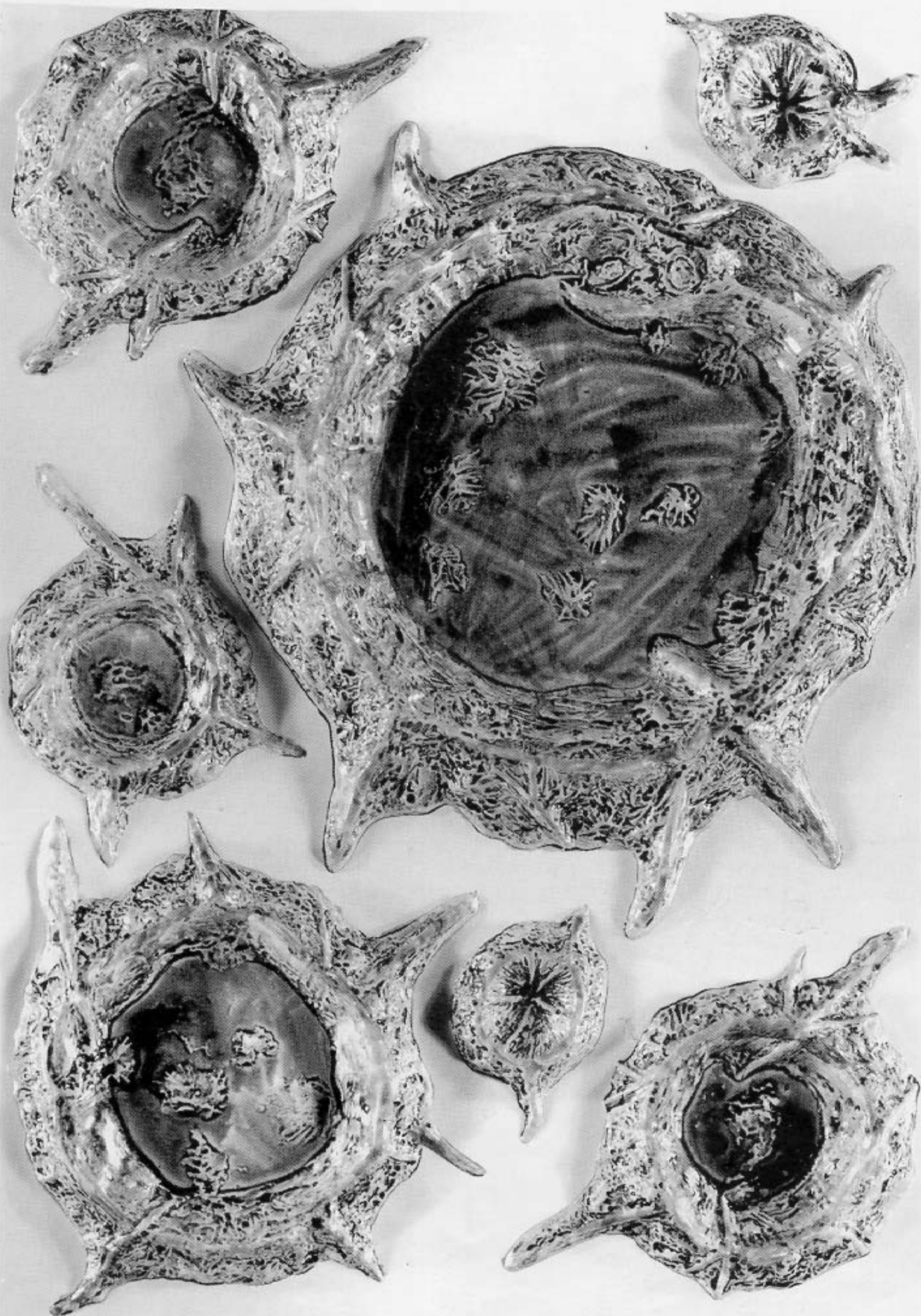


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MINIATURES

Designed by Jes Goodwin and Colin Dixon



# CRATERS



EACH SHEET OF CRATERS CONTAINS 2 HALF INCH CRATERS,  
1 ONE INCH CRATER, 2 ONE AND A HALF INCH CRATER,  
1 TWO INCH CRATER AND 1 THREE INCH CRATER.

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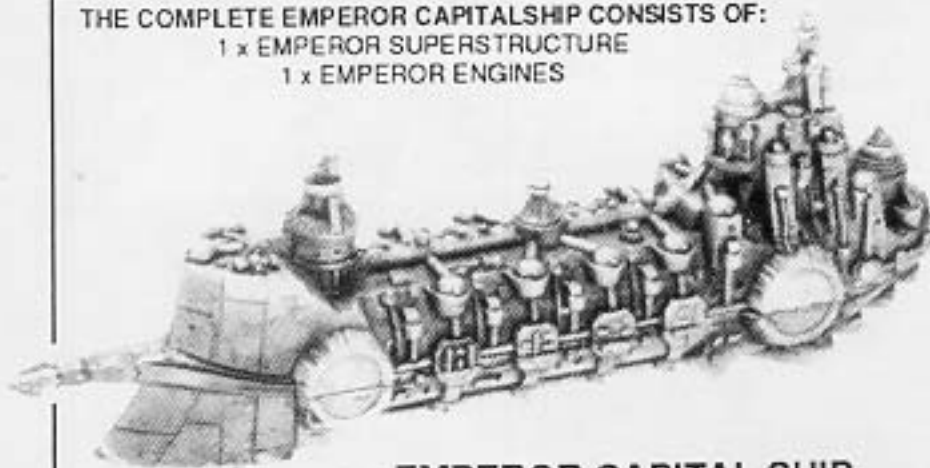


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MINIATURES



# SPACE FLEET

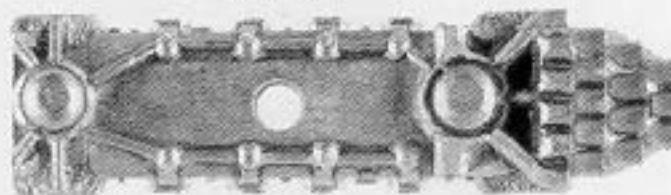
THE COMPLETE EMPEROR CAPITALSHIP CONSISTS OF:  
1 x EMPEROR SUPERSTRUCTURE  
1 x EMPEROR ENGINES



**EMPEROR CAPITAL SHIP**



**EMPEROR SUPERSTRUCTURE**  
077733/1

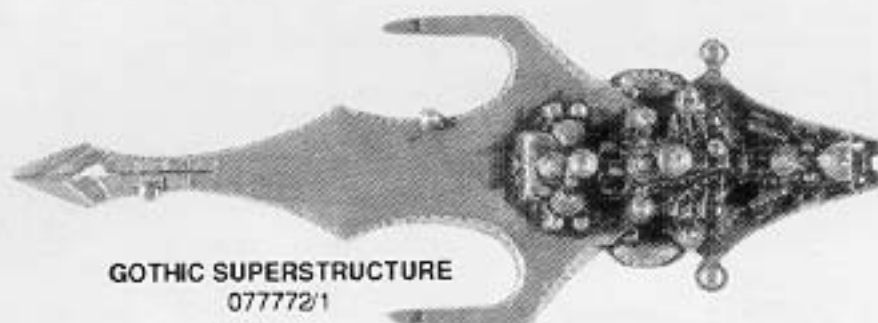


**EMPEROR ENGINES**  
077733/2

THE COMPLETE GOTHIC BATTLESHIP CONSISTS OF:  
1 x GOTHIC SUPERSTRUCTURE  
1 x GOTHIC KEEL GUN  
1 x GOTHIC ENGINES



**GOTHIC BATTLESHIP**



**GOTHIC SUPERSTRUCTURE**  
077772/1

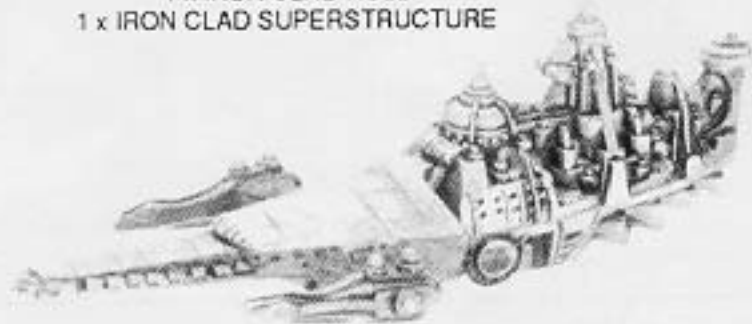


**GOTHIC KEEL GUN**  
077772/3

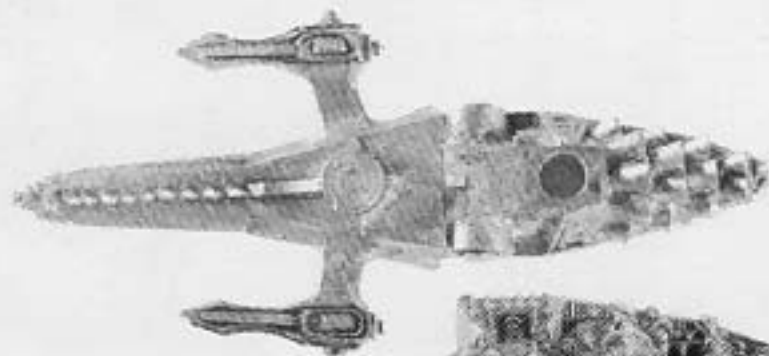


**GOTHIC ENGINES**  
077772/2

THE COMPLETE IRONCLAD BATTLESHIP CONSISTS OF:  
1 x IRON CLAD HULL  
1 x IRON CLAD SUPERSTRUCTURE



**IRONCLAD BATTLESHIP**



**IRONCLAD HULL**  
077721/1



**IRONCLAD SUPERSTRUCTURE**  
077721/1



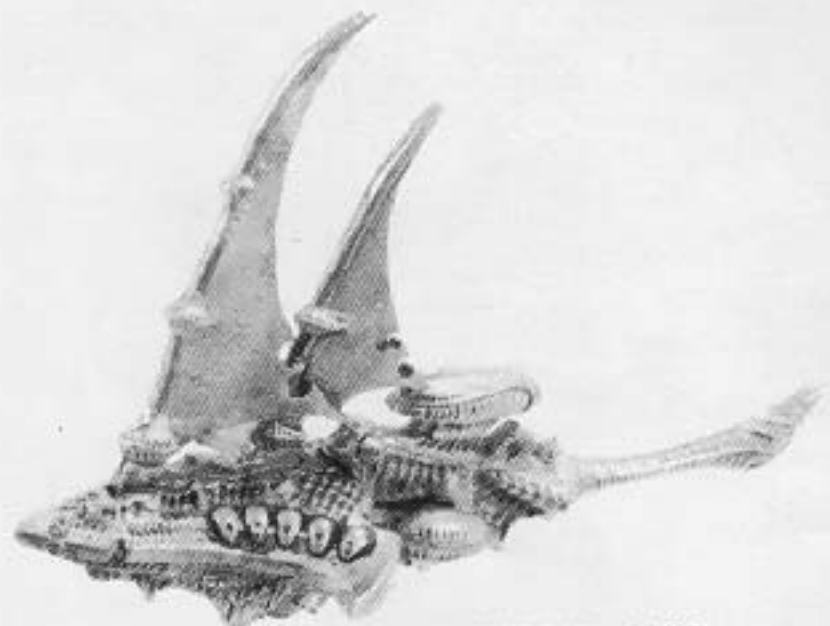
**FIRESTORM CRUISER**  
077719/1



**COBRA DESTROYER**  
077706/1

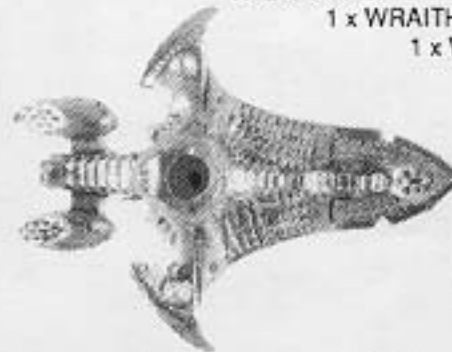


**CASTELLAN SHIELD SHIP**  
077758/1

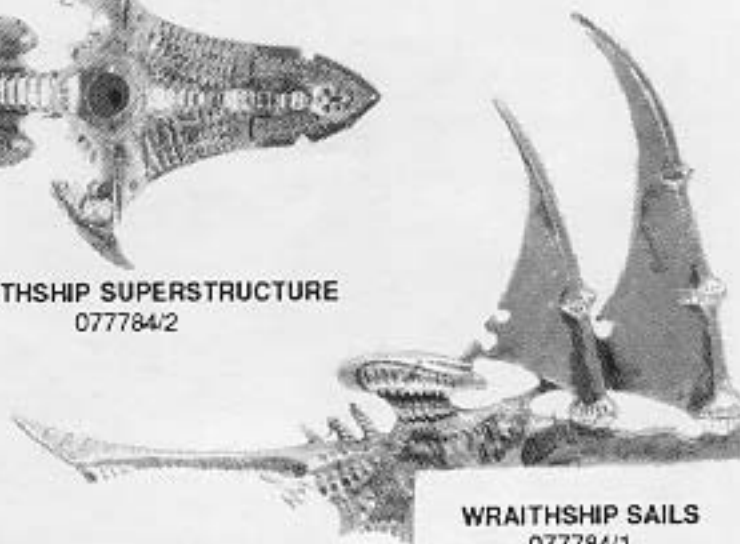


**ELDAR WRAITHSHIP**

THE COMPLETE ELDAR WRAITHSHIP CONSISTS OF:  
1 x WRAITHSHIP SUPERSTRUCTURE  
1 x WRAITHSHIP SAILS



**WRAITHSHIP SUPERSTRUCTURE**  
077784/2



**WRAITHSHIP SAILS**  
077784/1

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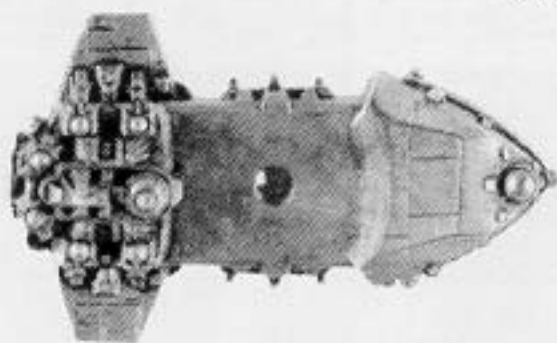
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MINIATURES

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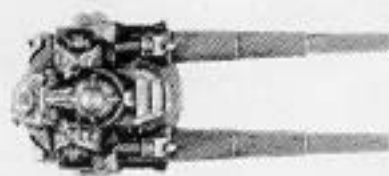


# SPACE FLEET

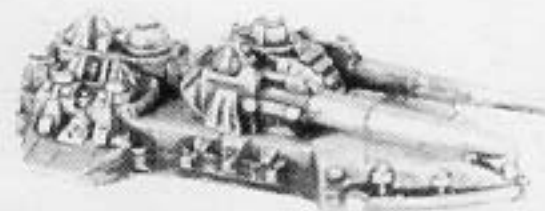
THE COMPLETE ANNIHILATOR BATTLE SHIP CONSISTS OF:  
1 x ANNIHILATOR SUPERSTRUCTURE  
1 x ANNIHILATOR TURRETS



ANNIHILATOR SUPERSTRUCTURE  
077843/1

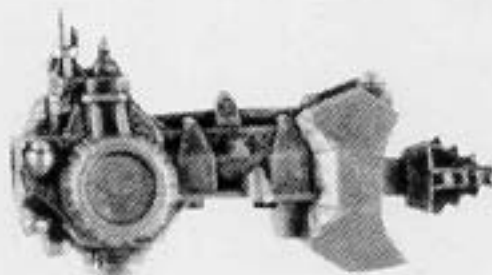


ANNIHILATOR CANNON TURRETS  
077843/2

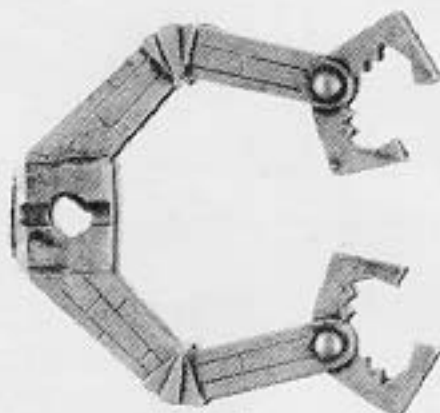


ANNIHILATOR BATTLESHIP

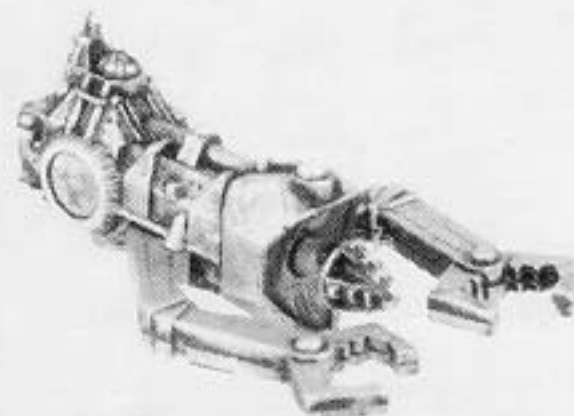
THE COMPLETE DICTATOR BATTLESHIP CONSISTS OF:  
1 x DICTATOR SUPERSTRUCTURE  
1 x DICTATOR POWER CLAWS



DICTATOR SUPERSTRUCTURE  
077829/2



DICTATOR POWER CLAWS  
077829/1



DICTATOR BATTLESHIP



THUNDERBOLT CRUISER  
077831/1



STALWART ESCORT SHIP  
077856/1



JES GOODWIN

Designed by Norman Swales



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MINIATURES





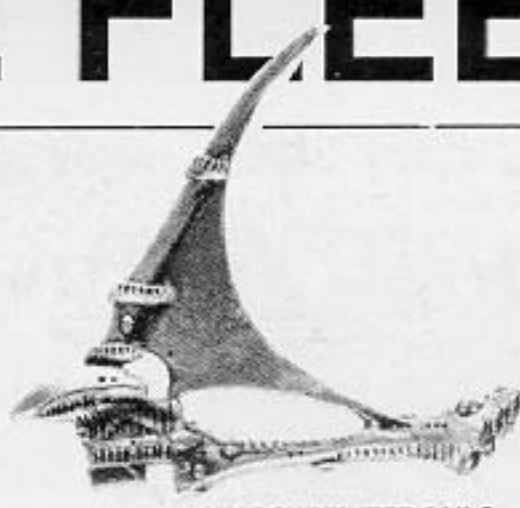


# SPACE FLEET

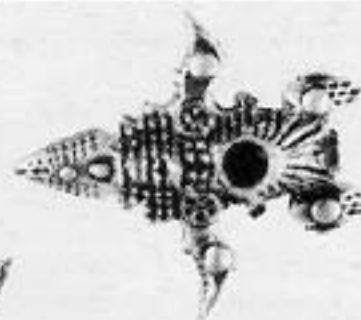


**ELDAR SHADOWHUNTER**

THE COMPLETE ELDAR  
SHADOWHUNTER CONSISTS OF:  
1 x SHADOWHUNTER SAILS  
1 x SHADOW HUNTER  
SUPERSTRUCTURE



**SHADOWHUNTER SAILS**  
077817/1



**SHADOWHUNTER  
SUPERSTRUCTURE**  
077817/2



**TYRANT BATTLESHIP**

THE COMPLETE TYRANT BATTLESHIP CONSISTS OF:  
1 x TYRANT SUPERSTRUCTURE  
1 x TYRANT / DOMINATOR ENGINES

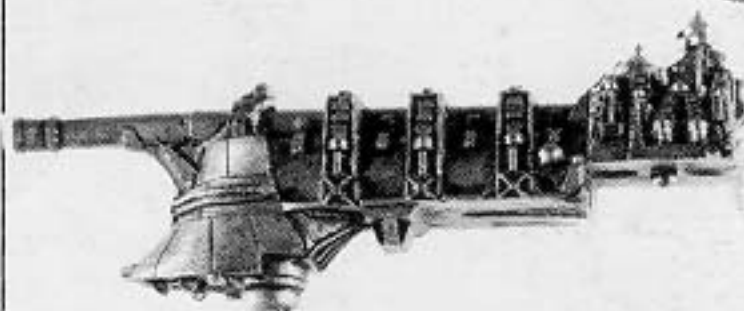


**TYRANT SUPERSTRUCTURE**  
077804/2

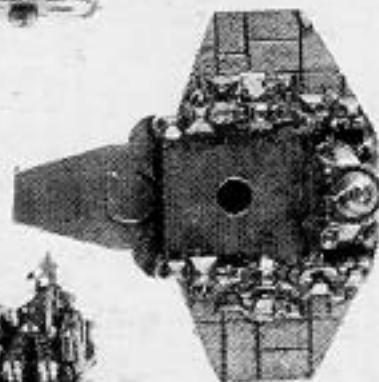


**DOMINATOR BATTLESHIP**

THE COMPLETE DOMINATOR BATTLESHIP CONSISTS OF:  
1 x DOMINATOR SUPERSTRUCTURE  
1 x TYRANT / DOMINATOR ENGINES



**DOMINATOR SUPERSTRUCTURE**  
077797/2



**TYRANT / DOMINATOR  
ENGINES**  
077797/1

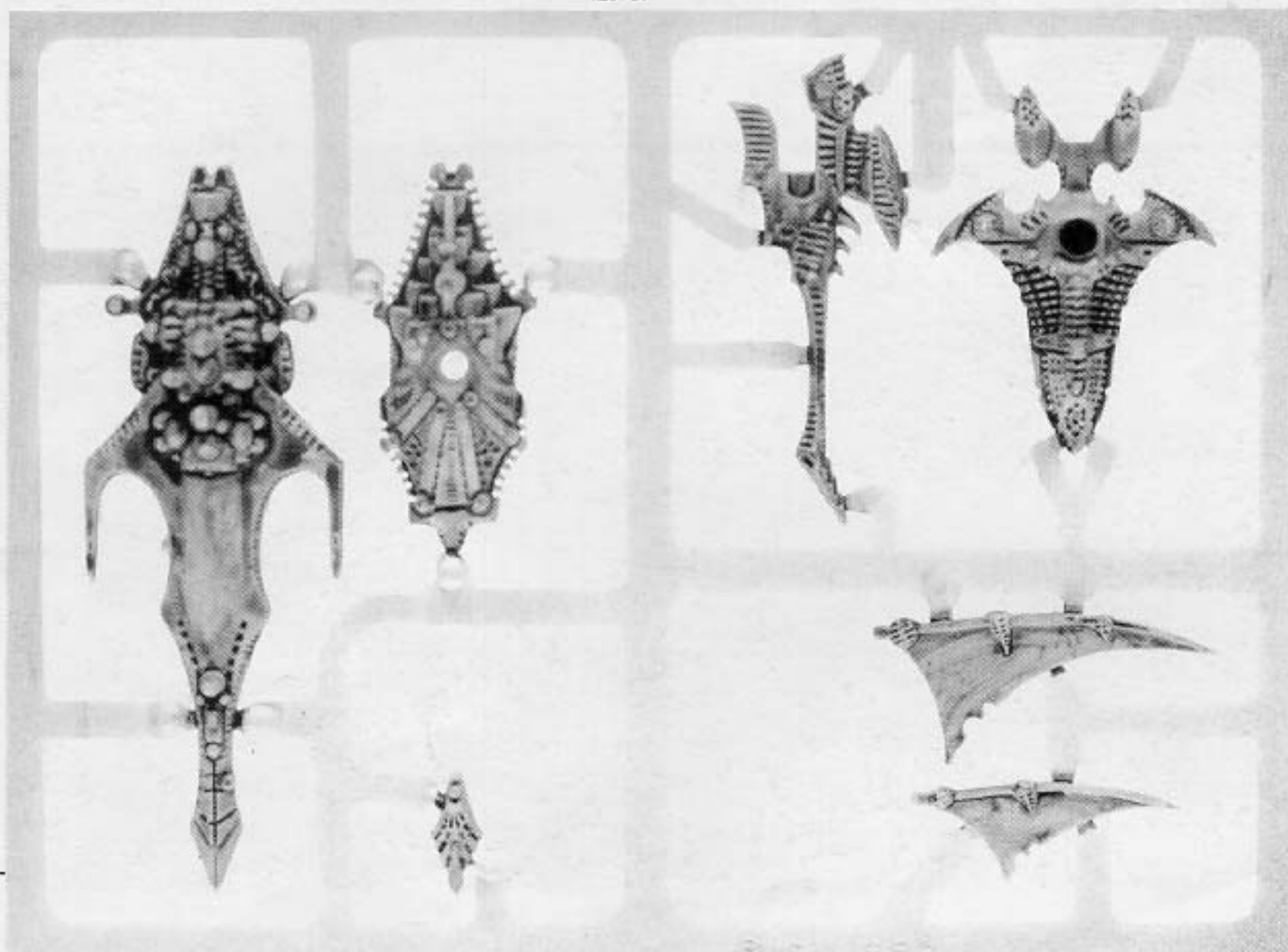


**GOLIATH FACTORY SHIP**  
077760/1



**GALAXY TROOP SHIP**  
077745/1

**GOTHIC BATTLESHIP AND ELDAR WRAITHSHIP SPRUE**  
125737



Designed by Norman Swales with the Citadel Design Team



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# WARHAMMER 40,000

## WARHAMMER 40,000 RULEBOOK



*There is no time for peace. No respite. No forgiveness. There is only war.*

*The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted cities of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor's service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.*

Warhammer 40,000 is a miniatures-based tabletop game designed for two or more players. You represent the forces of the Imperium or any one of the many enemies ranged against its borders. It is suitable for games varying in size from simple skirmishes to full scale battles.

0159 Softback Rulebook (288 pages: 2 or more players aged 14-adult)

## WARHAMMER 40,000 COMPENDIUM

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 98 to 113. Contents include the army lists, history and background for Space Marines, Imperial Guard, Squats and Eldar Harlequins.

0152 Softback Rulebook (200 pages)  
(Warhammer 40,000 is required to use the contents of this book)

## WARHAMMER 40,000 COMPILATION

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 114 to 127. Contents include new rules for Imperial forces, Eldar and Genestealers.

0164 Softback Rulebook (120 pages)  
(Warhammer 40,000 is required to use the contents of this book)



## WAAARGH THE ORKS

Waaargh The Orks includes the history of the Ork race, information on all aspects of Ork society and its place in the Warhammer 40,000 universe, an in-depth study of the six greatest Ork clans: the Evil Sunz, the Snake-Bites, the Bad Moons, the Goffs, the Death Skulls and the Blood-Axes, together with uniform painting guides and details of the Ork language.

0153 Pad and Wrap Sourcebook (104 pages)  
(Warhammer 40,000 is required to use the contents of this book)

## 'ERE WE GO

'Ere We Go contains new game rules and army lists for three Ork Clans: Goffs, Snake-bites and Blood-Axes. Game rules cover Painboyz, Bionik Bitz, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tin Boyz, the Squig Catapult, the Hop Splat field gun, Shokk attack gun, Kustom Weapons, Kombi-Weapons, data sheets for Ork vehicles and a description of how to paint your Ork army.

0154 Hardback Rulebook (228 pages)  
(Warhammer 40,000 is required to use the contents of this book)

## FREEBOOTERZ

Freebooterz contains new game rules and army lists for three Ork Clans: the Evil Sunz, the Bad Moons and the Death Skulls, plus a comprehensive army list for the many types of Ork Freebooterz. This book also contains a practical guide to painting your Freebooterz and a description of how to model and paint your own Ork buildings for your tabletop games of Warhammer 40,000.

0162 Hardback Rulebook (144 pages)  
(Warhammer 40,000 is required to use the contents of this book)





# WARHAMMER FANTASY BATTLE

## WARHAMMER FANTASY BATTLE RULEBOOK

*Cold dank mists rolled across the battlefield. The two sides formed up in sweeping lines, waiting for the order to charge. The day of reckoning was here, and its outcome was to be decided in combat.*

In Warhammer Fantasy Battle mighty armies clash together, valiant Humans struggle to hold back the tide of Chaos sweeping down from the north, Dwarfs defend their mountain strongholds from rampaging Orcs and Goblins, and Elves harry the evil creatures which assail their forest homes. Across the Old World, all manner of races test their mettle in pitched battle.

Warhammer Fantasy Battle is a miniatures-based tabletop game designed for two or more players. With this rulebook, fantastic conflicts can be fought out over a tabletop battlefield – from small skirmishes to truly awe-inspiring epic battles.

This book explains the basic game, provides the advanced rules, a magic system, an in-depth description of the Warhammer World, a bestiary and a ready-to-play battle so you can get into the action right away.

0114 Softback Rulebook (304 pages: 2 or more players aged 14-adult)



## WARHAMMER ARMIES

*Throughout the Warhammer World, from the forests of The Empire to the jungles of Lustria, from the Elven Kingdoms to the Chaos Wastes, mighty armies are on the move. Massed ranks of highly-trained troops march upon each other, leaving great swathes of destruction in their wake. So raise the standard and let battle commence.*

Warhammer Armies contains rules and army lists for Bretonnians, Chaos, Dark Elves, Dwarfs, The Empire, High Elves, Orcs and Goblins, Skaven, Slann, Undead and Wood Elves.

Also included are numerous ally contingents and mercenary bands, including Giants, Ogres, Norse, Nippon, Fimir, Hobgoblins and Pygmies, and rules for army composition, new magic weapons and war machines.

Warhammer Armies is an indispensable aid for all Warhammer Fantasy Battle players. Packed with illustrations of all the troop types, plus hundreds of shield and banner designs (many in full colour), it also includes revised record cards and a handy game reference sheet.

0115 Softback Rulebook (170 pages)  
(Warhammer Fantasy Battle is required to use the contents of this book)



## WARHAMMER SIEGE

Warhammer Siege contains full rules for fighting siege actions in Warhammer Fantasy Battle and Warhammer 40,000, from full-scale assaults to protracted campaigns. The rules in this major expansion cover everything you need to know to fight siege warfare, from construction, siege machines and wall defences to pouring boiling oil on your opponents.

The rules have been specifically designed to be used in conjunction with the Citadel Mighty Fortress or with your own hand-built fortifications or any similar model castle or siege works.

Warhammer Siege comes complete with 20 pages of pull-out reference sheets, maps, counters, templates and an introductory fantasy siege, The Defence of Caraz-Lumbar.

0117 Softback Rulebook (148 pages)  
(Warhammer Fantasy Battle or Warhammer 40,000 is required to use the contents of this book)





# REALM OF CHAOS

The material world is not the only plane of existence. There is an immaterial world which co-exists with our own and forms a parallel dimension or alternative reality. This is the Realm of Chaos. In the Realm of Chaos there are no planets or stars, no lands, sky or features that we would recognise. Instead it consists of an endless sea which is not formed of physical matter but pure energy. This energy is the raw matter of the Chaos Powers and of all magic. The Chaos Powers are immortal creatures with unimaginable abilities and resources. There are many lesser powers but only four great ones: Khorne, Slaanesh, Nurgle and Tzeentch. *The Lost and the Damned* and its companion volume *Slaves to Darkness* describe the fantastic and otherworldly Realm of Chaos. Both volumes contain invaluable background material and rules for all players of Warhammer 40,000 and Warhammer Fantasy.



## REALM OF CHAOS - SLAVES TO DARKNESS

Slaves to Darkness contains everything you need for campaigns set in the Chaos Wastes of the Warhammer World. This book contains army lists (for Warhammer Fantasy Battle and Warhammer 40,000) for followers of the two great Chaos Powers, Khorne and Slaanesh. It also includes full details of the Magic of Chaos and the foul mutations which warp the bodies and minds of its followers and a complete generation system for Chaos Champions and their retinues.

0111 Hardback Rulebook (280 pages)

(Possession of Warhammer 40,000, Warhammer Fantasy Battle or Warhammer Fantasy Roleplay is necessary to use these books)



## REALM OF CHAOS - THE LOST AND THE DAMNED

The Lost and the Damned is the second part of Realm of Chaos. It covers the two Chaos Powers, Tzeentch and Nurgle. It includes an extensive narrative campaign section, details of Chaos runes, the Dark Tongue, Lesser Powers and creating independent Daemons, Chaos Warbands and Champions of Chaos. There are also sections on Beastmen, Centaurs, Minotaurs, Dragon Ogres, Daemon Legions of Chaos and Chaos Renegades.

0112 Hardback Rulebook (296 pages)

# MIGHTY EMPIRES



## MIGHTY EMPIRES

In Mighty Empires, players lead armies in ferocious battle, cities are laid waste, fortresses besieged and brought low, and unknown territories explored. The ultimate objective is to destroy your enemies and expand your empire to cover the entire world. Diplomacy and intrigue play an important part too. Secret agents, spies, assassins and saboteurs can be dispatched to root out secrets, and wreak havoc from within the enemy's homelands.

Mighty Empires contains 112 full colour hexagonal map tiles, 150 plastic Citadel Miniatures (15 cities, 15 fortresses, 15 dragons, 15 ships, 45 villages and 45 army banners), over 160 territory markers, dozens of counters, 6 strategic battle cards, 1 sheet of self adhesive flags, 2 dice and a rulebook.

0122 Boxed Game (2-3 players aged 14 - adult)



# SPACE MARINE

*Space Marines and the Titan Legions are the embattled defenders of the Imperium. Against them are arranged the implacable enemies of mankind. Throughout the galaxy, hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.*

*Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against extinction. Their advanced weaponry and acute psychic powers make them formidable in battle and worthy opponents for Space Marines and Orks.*

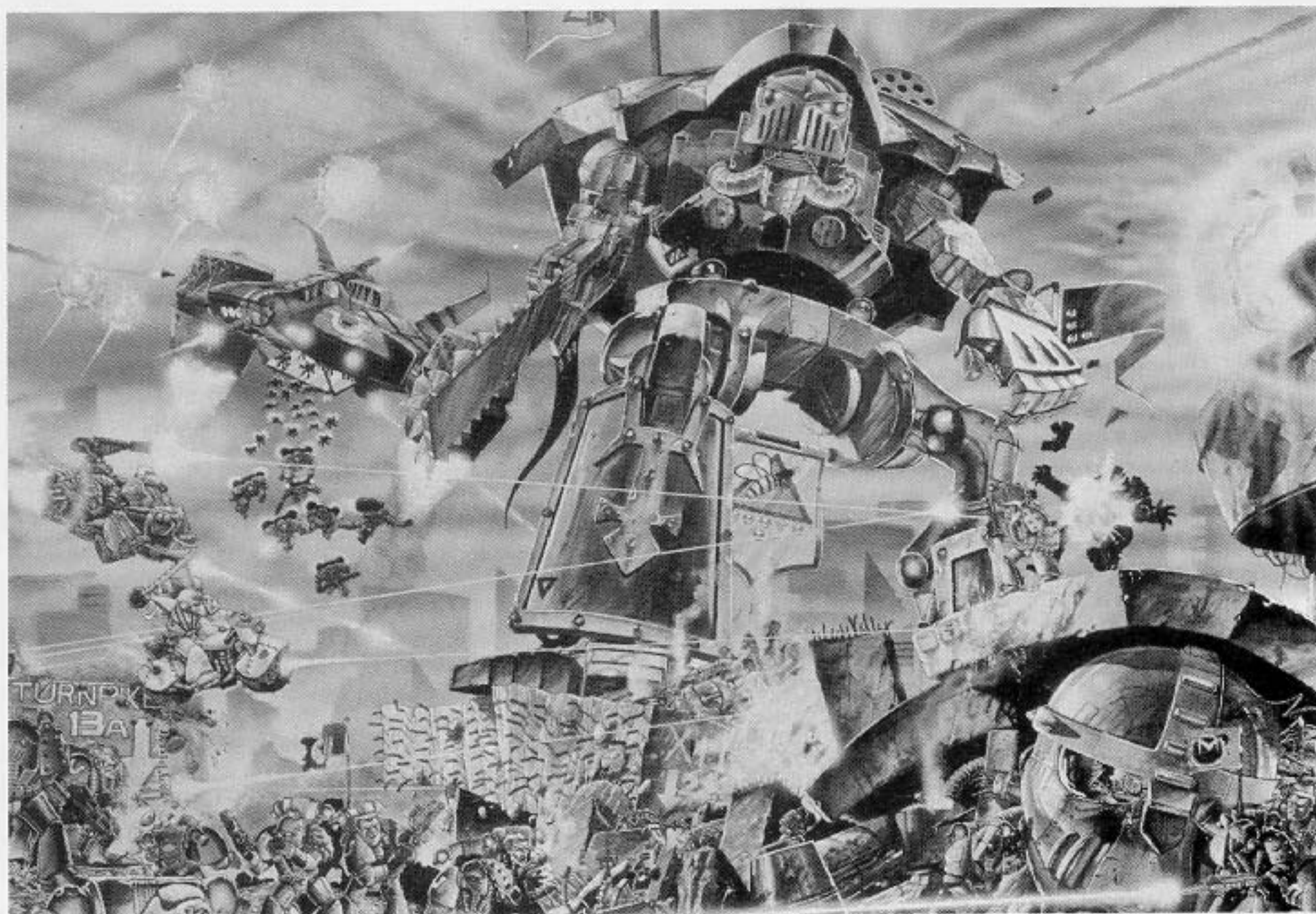
The Space Marine game provides rules which allow you to represent all this on the tabletop - and much more besides. The clear and instructive rulebook carefully explains how to assemble your army using the special epic army cards provided in the game. The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This new and original game system is easy to learn and exciting to play.

As the commander of a conquering army, each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover.

Needless to say it is vital to choose the right troops: infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near-unstoppable Titan to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared to take advantage of good fortune just as they guard against set-backs by the clever positioning of reserves. Ultimate victory belongs to the top general, the boldest stratagem and the finest of the galaxy's bravest warriors!

Space Marine contains over 540 plastic Epic scale Citadel Miniatures, including Land Raiders, Rhinos, Space Marine, Orks, Battlewagons, Eldar, Falcon Grav-tanks and a Warlord Titan. The game also comes with 10 full-colour, detailed card buildings with plastic roofs, over 50 Epic army cards for Orks, Eldar and Space Marines, reference sheets, 2 six-sided dice and 3 special scatter and aim dice, an easy to follow rulebook and over 100 counters and templates.

**0352 Boxed Game (2 or more players ages 14-adult)**





# SPACE HULK



## SPACE HULK

*Drifting through the universe of Warhammer 40,000, the vast derelict spaceships known as space hulks bring a terrible threat to all Human life. Hidden within their corridors are thousands of terrifying, six-limbed aliens – the Genestealers.*

*Only the finest warriors of the Imperium, the Space Marines, can defeat this menace. They must board the decaying space hulks, clad in Terminator armour and carrying the finest weapons the Imperium can provide. Only the elite of the Space Marines are chosen to serve in Terminator Squads, trained to operate in the most dangerous of battlefield conditions and in the dark vacuum of starship boarding actions.*

In Space Hulk, one player takes the role of the Space Marines, fanatical warriors dedicated to the destruction of the enemies of the Emperor of Man, equipped with awesome weaponry and massive Terminator armour. The other player takes the role of the Genestealers, fast, vicious, and super-strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading human space.

Space Hulk contains 30 finely-sculpted plastic Citadel Miniatures (10 Space Marines and 20 Genestealers), 49 full-colour interlocking room and corridor sections, a rulebook, a missions book, colourful counters and 5 dice.

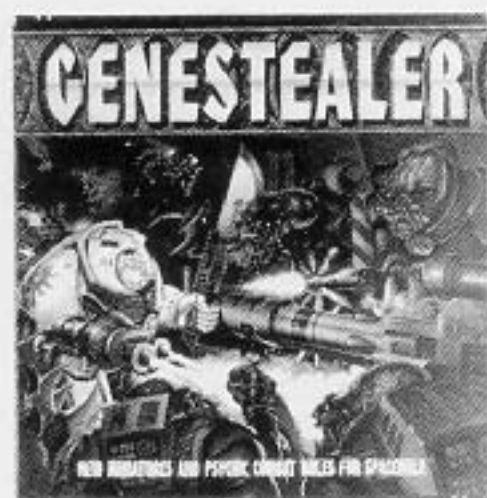
**0331 Boxed Game (2 players ages 12-adult)**

## DEATHWING

*Every hundred years, the Dark Angels chapter of Space Marines come to the world of the Plains People. From the mightiest huntsmen and the greatest warriors they choose those who will join the Space Marines and serve the Emperor. Only the brave become Space Marines. And only the bravest of the brave join the Dark Angel Terminator Company, Deathwing.*

Deathwing is an expansion set for Space Hulk and is packed with new rules, missions and playing pieces – 12 plastic Citadel Miniatures (4 Space Marines and 8 Genestealers), 20 full colour interlocking corridor and room sections, a 64-page rulebook, 10 full-colour geotiles for use with the Mission Generator system, counters representing crates, rubble, cryogenic tanks, ladders, pitfalls, C.A.T.s, bulkheads and Genestealer ambush blips.

**0333 Boxed Supplement (Space Hulk is required to use the contents of this box)**



## GENESTEALER

*Alongside the real space of the material universe, there is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warp space. In a few people sensitivity to the warp is far more finely tuned than normal. These people are known as psykers and they are able to use the raw energy of the warp to affect the material universe. They can strike their enemies with arcing bolts of lightning and roaring blasts of hellfire.*

Genestealer is the game of psychic combat in Space Hulk where Terminator Librarians and Grey Knights battle it out against psychic Genestealer Hybrids.

This box contains 15 plastic Citadel Miniatures (5 Terminator Librarians and 10 Genestealer Hybrids), 44 full-colour psychic combat cards, 8 interlocking wide corridor sections, a fully-illustrated rulebook and a host of full-colour counters.

**0334 Boxed Supplement (Space Hulk is required to use the contents of this box)**



## SPACE HULK CAMPAIGNS

This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success. You can also play all the campaign missions as one-off games. Plus we've included four bonus stand-alone missions.

Expansion rules cover Space Marines in power armour, new weapons and grenades, and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

**0335 Softback Rulebook (96 pages)**

**(Space Hulk, Deathwing and Genestealer are required to use this book)**



# BLOOD BOWL



## BLOOD BOWL

*For many people violence is a way of life. Some sign up as soon as they are able, and travel to far distant lands to fight for king and country. Others adopt the adventuring life seeking excitement and unimaginable treasure. But the really mean play Blood Bowl.*

Blood Bowl is the game of fantasy football in the Old World. It terrifies even the most seasoned warrior. Strong men faint when they witness a rather mild Blood Bowl tackle. They simply cannot bear to watch the punishment a Blood Bowl player dishes out to his opponents.

But there's more to the game than that – the teams are trying to score Touchdowns. That's why all Blood Bowl players are skilled sportsmen as

well as killing machines. After all, the team that wins the Blood Bowl Trophy does so by scoring the most Touchdowns, rather than obliterating every other team in the league. Though many players, and most of the fans, prefer the second way!

Blood Bowl contains a 3-part three-dimensional pitch made from expanded polystyrene, 32 plastic Citadel Miniatures (16 Humans and 16 Orcs), 4 plastic footballs, rulebook, background book, dug-outs, numerous templates, End Zones, a sheet of sticky-backed numbers, Team Cards, 4 six-sided and 1 eight-sided dice.

**0271 Boxed Game (2 players ages 12-adult)**

## STAR PLAYERS

Star Players is an invaluable aid to every Blood Bowl Coach. It gives you all the information you'll need to use Star Players, the Astrogranite heroes who can make a good team great and a great team unbeatable. It includes details of their special skills, rules for creating your own Blood Bowl heroes and playing cards for the 48 of the Old World's top players.

This book also contains information on all the races of the Known World, including Dwarfs, Elves, Dark Elves, Skaven, Chaos Mutants and many more. Plus rules for Large Monsters and game statistics for eight of the all time great teams.

**0273 Hardback Rulebook (64 pages plus 8 pages of card)**  
(Blood Bowl is required to use the contents of this book)



## BLOOD BOWL COMPANION

The Blood Bowl Companion is packed with new rules for Blood Bowl. It includes full rules for running a Blood Bowl campaign, Kickers, Referees, Fans, Magic, Secret Weapons, Traps and 22 new Star Player cards.

The campaign rules allow you to coach your team to the top of the Blood Bowl League, competing for the ultimate honour of the Blood Bowl Trophy. There's everything you need for hiring and firing Rookies, training them to become Star Players, and indulging in dirty tricks like bribing Refs and spying on other teams.

**0274 Hardback Rulebook (64 pages plus 8 pages of card)**  
(Blood Bowl is required to use the contents of this book)

## ELVES, DWARFS AND DUNGEONBOWL

*Blood Bowl underground! Deep under the earth, 12 teams compete in the Dungeonbowl league, a variant of Blood Bowl sponsored by the Colleges of Magic. Hidden in one of the numerous trapped chests scattered around the dungeon is the ball. The teams must find it, hold on to it and score a Touchdown. If it's the wrong chest – boom, one less on the team. To make life even more difficult, the dungeon is criss-crossed with a network of Teleporters, so that a player may suddenly find himself surrounded by the other team appearing from thin air.*

Elves, Dwarfs and Dungeonbowl contains 32 plastic Citadel Miniatures (16 Elves and 16 Dwarfs), 6 Dungeon Tiles, 2 End Zone Tiles, 4 plastic doors, 4 plastic spiked footballs, a rulebook and dozens of counters.

**0272 Boxed Game (Blood Bowl is required to use the contents of this box)**





# ADVANCED HEROQUEST

*The Old World is a dangerous place, swarming with thieves and brigands and in a state of constant war. Only the toughest survive the dangers that wait around every corner. In Advanced Heroquest you play the part of a Hero as you set out on the road to legendary power and riches. Your adventures will take you on quests into the dark places of the world, to tunnels and caverns filled with terror, hopefully to find gold and magical treasures. The Heroes are Human, Dwarf and Elf adventurers, great Warriors and Wizards who battle the monsters that live in the underworld.*

Advanced Heroquest is a complete roleplay system for use with Citadel Miniatures. It is the gateway to a whole new world of adventure where you can roleplay mighty Heroes, developing your character's strengths and abilities from game to game.

Advanced Heroquest contains 36 finely-detailed plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), over 40 full-colour interlocking room and corridor sections, 6 plastic doors, over 3 dozen counters and a fully illustrated rulebook.

0571 Boxed Game (2 or more players ages 12-adult)



## ADVANCED HEROQUEST PAINT SET

The Advanced Heroquest paint set contains everything you need to start painting Citadel Miniatures.

The box contains a paintbrush, 9 Citadel Colour non-toxic water-based paints (Mithril Silver, Skull White, Chaos Black, Go-Fasta Red, Enchanted Blue, Goblin Green, Bad Moon Yellow, Orc Brown and Bronzed Flesh), a painting guide, and 18 plastic Citadel Miniatures (4 Heroes, 1 Skaven, 1 Wood Elf, 1 Orc, 1 Goblin, 1 Dark Elf, 1 Dwarf and 8 Skeletons).

0575 Boxed Paint Set and Miniatures

# ADVANCED SPACE CRUSADE

*Not since the time of the Horus Heresy has the future of the galaxy hung by so slender a thread. From a galaxy unimaginably distant comes a terrifying entity – the Tyranid Hive Mind – an intelligence that is utterly alien, a mind that is many interlinked minds. The Tyranids are six-limbed creatures which stand twice as high as a man and are protected by a natural armour of overlapping bony plates. The Tyranids have travelled to the Imperium in a hive fleet consisting of a great swarm of millions of spacecraft. Each spacecraft is a gigantic living creature, fashioned from organic tissue by sophisticated genetic manipulation. The Tyranid Hive Mind hungers for fresh gene-stocks that can be used to create new bio-construct creatures and organic machines. Humanity will be absorbed and used to create a new generation of bio-technology. It will be death to the human race, but to the Tyranid Hive Mind it is no more than the harvesting of a field of wheat.*

It is the duty of the Space Marine Scouts to infiltrate the enemy lines. The Space Marine Scouts are fast and mobile, they wear lighter armour than ordinary Space Marines and are less heavily armed. Although not as experienced than their more senior battle

brothers, they are by no means less feared. The Space Marine Scouts have been surgically altered to make them tougher, stronger and more capable than any ordinary human. They are led by Veteran Space Marines whose experience and bravery serve as an example of correct Space Marine conduct. One player controls the Space Marine Scouts and must destroy the Tyranid's living vessel by sabotaging its vital organic devices. The other player represents the Tyranids who must stop the Scouts by deploying Tyranid Warriors in different areas of the ship.

Advanced Space Crusade contains 21 plastic Citadel Miniatures (6 Tyranid Warriors, 15 Space Marine Scouts), 6 interlocking full-colour board sections, 16 doors, an illustrated rulebook, area effect templates, 36 exploration cards, weapon markers and a host of full-colour counters.

0191 Boxed Game (2 or more players ages 12-adult)





# FANTASY GAMES

Games Workshop's Fantasy Games are specially designed to appeal to people looking for an introduction to the fantasy gaming hobby, and make great presents for your younger brother. Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest and Blood Bowl. In fact, you can use the models from these introductory games in any of the other Games Workshop hobby games.



## SPACE FLEET

*The Imperium of Man encompasses almost the entire galaxy, a glittering circle of stars nearly ninety thousand light years from rim to rim. For all its power, this mighty empire of untold billions of human beings is under constant threat from many hostile aliens. Fleets of powerful battlecruisers patrol the stars, warring with the alien ships they constantly encounter. Bristling with lasers, missile launchers and plasma cannon, an Imperial battlecruiser is a match for any vessel, even the sleek and powerful Eldar Wraithships that are their most common enemy.*

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Gothic Battleships and 2 Eldar Wraithships), 6-piece space map game board, Helm Computer cards, Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

0686 Boxed Game (2-4 players aged 8-adult)

## MIGHTY WARRIORS

*Below the cities of humanity, underneath the deepest drains and sewers, Chaos Ratmen, also known as Skaven, rule a world of caverns and tunnels. They bring plague, fire and death to the prosperous cities of mankind.*

Mighty Warriors is a game for two to four players. You can play either the forces of Chaos or a band of Heroic adventurers as they clash in underground battles. Your task is to defeat your opponent by capturing his command room, before he can capture yours!

Mighty Warriors contains 36 plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), army lists, magic charts, floor plan board tiles, clip-together doors, 4 dice and an easy to follow rules sheet.

0688 Boxed Game (2-4 players aged 8-adult)



## ULTRA MARINES

*The Imperial Space Marine Scouts stalk through the dark and perilous corridors of the alien spacehulk. Each squad must be the first to retrieve the priceless alien artifacts and return them to their ship. In the heat of war, the Scouts cannot even count other Scouts as their friends. Their Chapter's honour depends upon finding the artifacts first. There is no time to ask for names or identification, and no one can be trusted.*

Ultra Marines contains 20 plastic Citadel Miniatures (2 Space Marine Sergeants and 16 Space Marine Scouts), clip together playing board, Imperial Scout data cards, Event cards, artifact counter, hellfire counters, 3 dice and an easy to follow rules sheet.

0691 Boxed Game (2-4 players aged 8-adult)

## KERRUNCH

*Kerrunch! The title says it all. This is the football game with a difference. Teams of heavily armoured Orcs, Dwarfs, Humans and Elves literally fight their way from one end of the pitch to the other to make those elusive Touchdowns.*

*The teams clash in a desperate bid to make it to the top of the league where they'll find everlasting fame and fortune. A combination of skilful play, luck and sheer brute strength make this the most exciting game of football you've seen in along time.*

Kerrunch contains 24 plastic Citadel Miniatures, plastic footballs, plastic score markers, Team Roster cards, 6-part playing pitch, dug-out, 3 dice and an easy to follow rules sheet.

0690 Boxed Game (2 players aged 8-adult)





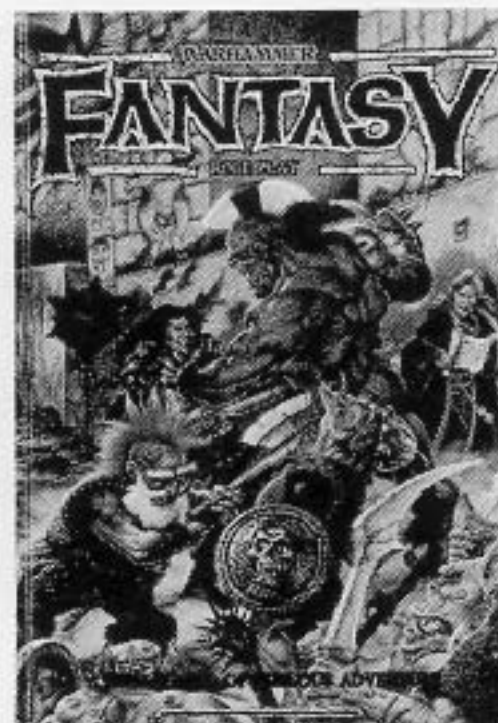
# WARHAMMER FANTASY ROLEPLAY

## WARHAMMER FANTASY ROLEPLAY RULEBOOK

*The Old World is a vast and fertile place, filled with teeming cities, Elf-haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Tilea to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the North. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods.*

Warhammer Fantasy Roleplay is a sophisticated open format game without a conventional board. The game is fully compatible with the huge range of Citadel and Marauder Miniatures. The actions and events take place in the imagination of the players and Gamesmaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Orcs and Goblins, and seeking to stem the insidious encroachments of Chaos. The Gamesmaster sets the scene for the players and directs the actions of the Old World's colourful inhabitants.

0020 Softback Rulebook (364 pages: 2 or more players aged 14 to adult)



## THE ENEMY WITHIN CAMPAIGN



The Enemy Within Campaign is an epic extended adventure, comprising: Warhammer Adventure, Warhammer City of Chaos, The Restless Dead, Something Rotten in Kislev and Empire in Flames. Each volume is completely self-contained – you don't need to own the early books to be able to play and enjoy the later adventures.

Warhammer Adventure is all you need to start playing Warhammer Fantasy Roleplay in the Old World. It contains three adventures, launching an epic campaign against the forces of Chaos. It also includes handouts, a large full colour poster map of the Western Empire backed with a colour map of the town of Bögenhafen, a rules supplement about river travel and a large Castle plan and area map.

0038 Softback Supplement (224 pages)

Warhammer City of Chaos contains both a detailed guide to Middenheim, the greatest of the Empire's City States, and an exciting adventure set in the city. This book comes complete with maps, a 20 page pull-out section containing player handouts and character reference notes, and a large full colour map of the City.

0039 Softback Supplement (210 pages)

The Restless Dead includes 24 pages of new combat rules, spells and magic items. It provides a set of seven mini-adventures which can be played as one-offs or linked together into a self-contained campaign. It also includes The Grapes of Wrath, a scenario linking Warhammer Adventure and City of Chaos.

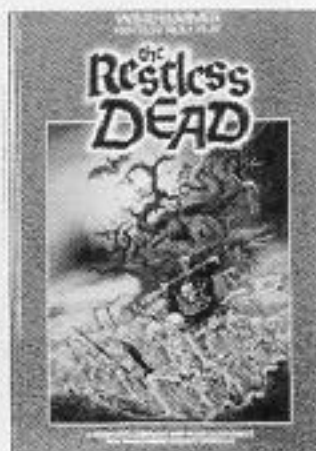
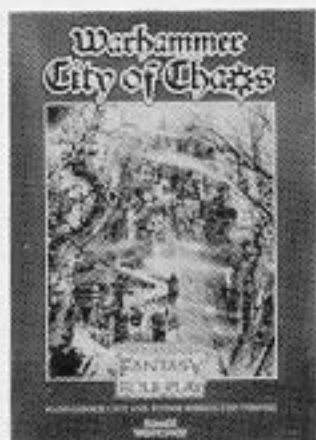
0026 Hardback Supplement/Rulebook (104 pages)

Something Rotten In Kislev contains background information on the nation of Kislev and three complete roleplaying adventures, with a colour floorplan and numerous player handouts.

0028 Hardback Supplement (144 pages)

Empire In Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.

0030 Hardback Supplement (152 pages)



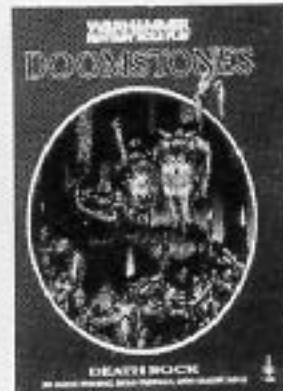
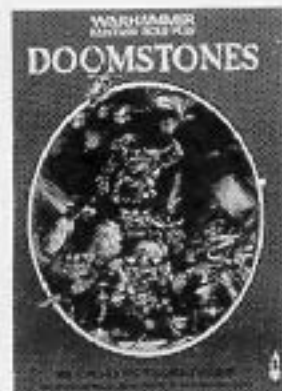


# FLAME PUBLICATIONS

Flame Publications publish a range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battle against armies of Skeletons; from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses; from advanced game rules to new spells and artifacts.

## THE DOOMSTONES CAMPAIGN

The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained – you don't need to own early books to be able to play and enjoy the later adventures.



**Fire in the Mountains:** The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

0016 Softback Adventure Supplement (104 pages)

**Blood in Darkness:** The century-old path of a renegade Orc warchief leads through the foothills of the Vaults Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second crystal of power. Finding the shrine is just the beginning – beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.

0017 Softback Adventure Supplement (80 pages)

**Death Rock:** The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf-Mage Yazeran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attack. And to succeed, they must first solve the puzzle that Yazeran left behind.

0018 Softback Adventure Supplement (80 pages)

**Dwarf Wars:** A lost Dwarfhold has been found: Kadar-Gravning, Hold of legendary Hagrid, a Dwarf-King without equal. To the Dwarfs there is no greater symbol of rulership than Hagrid's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

0019 Softback Adventure Supplement (104 pages)

## WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Contains four complete adventures, plus articles presenting new character careers, spells, magical items and advanced rules, and a special section devoted to Jack Yeovil's Warhammer novel, Drachenfels.

0035 Softback Rulebook/Adventure Supplement (96 pages)

## LICHEMASTER

*Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead army masses among the peaks. How can they be stopped?*

Lichemaster is a mini-campaign for Warhammer Fantasy Roleplay that sees the adventurers trying to stop the terrible armies of the dead.

0003 Softback Adventure Supplement (104 pages)

## DEATH'S DARK SHADOW

*The village of Kreutzhofen stands at the convergence of the great mountain passes leading to Bretonnia and the Border Princes. Groups of young adventurers travel through here by river, forest trail or mountain pass. The villagers seem content, but behind shuttered windows lurk dark secrets...*

Death's Dark Shadow is a thrilling adventure for Warhammer Fantasy Roleplay that pits the adventurers against all manner of strange people and problems.

0037 Softback Adventure Supplement (128 pages)





# TALISMAN



Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Priest, Samurai, or one of a dozen other characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

The journey will be filled with danger – monsters, traps and evil beings are waiting to defeat your Characters. With skill and luck you will survive to find the greatest treasure of them all: the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include a full colour board depicting the Kingdom that is the setting for your adventures, 14 characters and over 100 adventure cards detailing the monsters, treasures and strangers you meet on your travels. It is supported by a full range of boxed supplements, many of which include new boards to expand your adventures beyond the Kingdom and which link to the main board. They take you right across the land – into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

**0206 Boxed Game (2-6 players aged 9-adult)**

## TALISMAN EXPANSION

The Talisman Expansion set contains new characters, spells, events, followers and objects to expand the options available to your characters in their Quest.

**0207 Boxed Supplement**  
(Talisman is required to use the contents of this box)

## TALISMAN ADVENTURE

Talisman Adventure introduces 5 new endings for the game. Instead of the Crown you may find the Demon Lord, Pandora's Box, the Dragon King, Hercules' Belt, or even the Black Void. This set also contains over 60 new adventure cards, as well as 6 character sheets to keep track of your possessions.

**0208 Boxed Supplement**  
(Talisman is required to use the contents of this box)

## TALISMAN DUNGEON

Talisman Dungeon takes your adventure into the realms of the underworld. The box contains a new board, 36 dungeon adventure cards, plus 14 new characters who wish to take part in the quest.

**0209 Boxed Supplement**  
(Talisman is required to use the contents of this box)

## TALISMAN TIMESCAPE

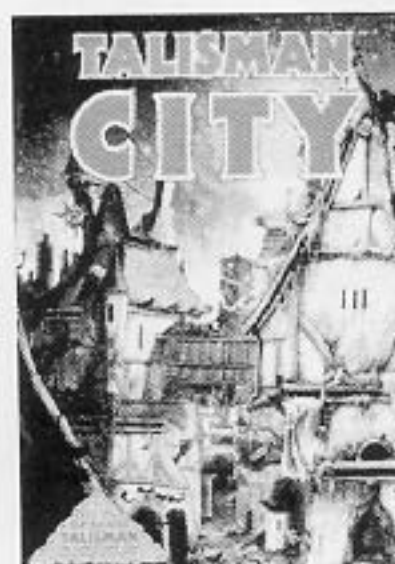
Talisman Timescape flings the characters through space and time in search of the Crown of Command. Talisman Timescape contains a new board, 40 Timescape encounter cards, 12 purchase cards, plus 8 new characters including a Space Marine and Chainsaw Warrior.

**0210 Boxed Supplement**  
(Talisman is required to use the contents of this box)

## TALISMAN CITY

Talisman City takes your characters into the bustling centre of the Talisman world. Talisman City contains a new board, dozens of new adventure cards, spells and objects, plus rules for new careers for your characters.

**0212 Boxed Supplement**  
(Talisman is required to use the contents of this box)





# DUNGEONQUEST



*Dare you face the Dragon's challenge?*

*The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wyrms' Crag, were abandoned long ago. Memories of the vile deeds of the wizard T'Siramen have faded like a half-remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons, while a terrifying shadow stirs in sleep...*

Dungeonquest is a thrilling fantasy game for 1-4 players. Riches, fame and glory await the hero who overcomes the dungeon's monstrous inhabitants and finds the Dragon's fabled hoard. But beware the setting of the sun, for if nightfall finds you still within the dungeon's maze, there is no escape.

Dungeonquest includes 115 room tiles to map the castle's dungeon, 68 full colour counters, 174 cards depicting the dungeon's inhabitants, traps and treasures, 4 full-colour character sheets, 4 plastic Citadel Miniatures, plastic playing tokens, dice, and an easy to follow rulebook.

**0232 Boxed Game (2-4 players aged 8-adult)**

## HEROES FOR DUNGEONQUEST

*Inside Dragonfire Castle, the Dragon waits hungrily. It has not eaten for some time. It seems that the adventurers are no longer brave enough to enter the castle's dungeons. What we need around here is some new blood...*

Heroes for Dungeonquest is a metal miniatures-based expansion set for Dungeonquest. Inside are 12 more foolhardy adventurers, ready to see if they can reap profit from a visit to the castle dungeons. They are:

Ironhand the Mighty – a resilient gladiator with all-round skills.

Thargrim the Dark Lord – a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation

Tori-Jima – a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.

Rildo the Crafty – a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.

Helena the Swift – armed with a slingshot and capable at moving at twice the speed of her fellows.

Serellia of Zimendell – Accompanied by her familiar, Flame Bright, and equipped with her Sun Orb and Healing Salve.

Fyyl Madaxe – the Dwarf berserker.

Azoth the Faceless – the sorcerer with 6 spells.

Plus Sir Roland, Vikas Swordsmaster, Seigfried Goldenhair and Farendil.

Heroes for Dungeonquest contains 12 metal Citadel Miniatures, character sheets for the new adventurers, 6 new combat cards, 6 spell cards, 8 magic ring cards, 2 special equipment cards, plastic tokens and a ten-sided dice.

**0240 Boxed Supplement**

(Dungeonquest is required to use the contents of this box. Contains lead miniatures which may be harmful if chewed or swallowed. Not recommended for children under 14 years of age.)



## DUNGEONQUEST CATACOMBS

*A strange rumour is spreading through the land, drawing even more adventurers to explore the deadly dungeons under Dragonfire Castle. A rumour speaks of an ancient maze of dark, dank catacombs which run far beneath the dungeons themselves. For those brave enough to use them, the catacombs offer a short cut to the Dragon's Lair – but only if a way out can be found...*

Dungeonquest Catacombs adds a new level of excitement to the Dungeonquest game. This expansion set includes full rules and components for venturing into the dread catacombs, as well as new traps, monsters, treasures and room tiles for you to encounter in the normal dungeon.

Dungeonquest Catacombs contains 32 catacomb cards, 5 entrance tiles, 4 direction counters, 11 Magic Amulet cards, 10 Snotling counters, 20 new room tiles, 12 new room cards, 12 new search cards, 2 new crypt cards, 2 new trap cards, 8 new treasure chamber counters, a rulebook and a ten-sided dice.

**0241 Boxed Supplement**

(Dungeonquest is required to use the contents of this box)



# PAIN T SETS AND BRUSHES

Citadel paints and inks give you a wide variety of colours and shades specially chosen for painting Citadel's plastic and metal miniatures and kits. You can buy the paints separately to build up your collection and replace often-used tones, or in boxed sets which contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, highlighting and glazing your models. Used with Citadel's high quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, from Blood Bowl teams to Epic scale Land Raiders, giant Titans to Skaven Warriors.



## Citadel Colour Paint Set

Skull White  
Chaos Black  
Blood Red  
Bronzed Flesh  
Woodland Green  
Enchanted Blue  
Sunburst Yellow  
Mithril Silver  
Shining Gold

0882 Paint Set

## Creature Paint Set

Rotting Flesh  
Goblin Green  
Elf Grey  
Worm Purple  
Hobgoblin Orange  
Orc Brown  
Spearstaff Brown  
Swamp Brown  
Chainmail

0883 Paint Set

## Monster Paint Set

Brazen Bronze  
Bilious Green  
Ghoul Grey  
Bestial Brown  
Electric Blue  
Red Gore  
Imperial Purple  
Moody Blue  
Titillating Pink

0884 Paint Set

## Space Marine Paint Set

Bolt Gun Metal  
Salamander Green  
Salamander Black  
Ultramarine  
Marine Dark Blue  
Space Wolf Grey  
Blue Grey  
Blood Angel Orange  
Terracotta  
Painting Guide

0881 Paint Set

## Ork and Eldar Paint Set

Tin Bitz  
Striking Scorpion Green  
Bad Moon Yellow  
Go Fasta Red  
Ork Flesh  
Snake-Bite Leather  
Fire Dragon Crimson  
Hawk Turquoise  
Bleached Bone

0886 Paint Set

## Expert Ink Set

Red Ink  
Orange Ink  
Yellow Ink  
Green Ink  
Blue Ink  
Purple Ink  
Brown Ink  
Chestnut Ink  
Black Ink

0885 Paint Set

## PAINT SETS

### Citadel Colour Paint Set

This set of paints contains all of the basic colours you will need to start painting your miniatures, including 2 high-quality metallic paints ideal for armour and weapons.

### Creatures Paint Set

This set expands the number of colours available for toning more detailed paintwork. The set includes special colours such as Goblin Green and Rotting Flesh which are vital to your collection.

### Monster Paint Set

These paints give you the chance to use advanced toning and highlighting techniques.

### Space Marine Paint Set

This set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains base and highlight colours and a painting guide for 4 of the greatest Space Marine Chapters.

### Ork and Eldar Paint Set

Like the Space Marine Paint Set, this set is designed especially for Warhammer 40,000 miniatures. The colours in this are chosen to provide useful shades for painting your Ork and Eldar miniatures.

### Expert Paint Set

The inks in the Expert set are ideal for shading and blending when mixed with Citadel Paints, or for washes and glazes on their own.

### Smelly Primer

Smelly Primer is specially formulated for undercoating Citadel Miniatures, and provides an ideal base for the other paints.

## BRUSHES



Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting.

Citadel Brushes come in a range of sizes from 000 for fine detail work, through the medium sizes used for shading and blending, up to size 3 for painting large areas.

## GLUE

Citadel Glues are specially formulated to stick together metal and plastic models and kits.

**Superglue** is used to stick together metal miniatures and for attaching plastic components to metal miniatures.

**Polystyrene Cement** is used for plastic kits and miniatures. It is not suitable for metal models.

*Citadel glues are harmful by inhalation, in contact with skin and if swallowed. Avoid contact with eyes. Keep out of reach of children.*



# GAMES WORKSHOP DICE

Games Workshop's range of dice are ideal for all of our games and come in a variety of colours. You can choose from two styles of basic numbered dice – inked or gem, or special scatter dice.

Inked dice are made of traditional opaque plastic, and have inked numerals that make them easy to read in the heat of battle.

Gem dice are, as their name suggests, made from transparent, tinted plastic. Like inked dice, they have easy-to-read numerals.

Games Workshop scatter dice are from the new Space Marine game, and are specially designed to determine how grenades or missiles scatter when they miss.

## Inked Dice

Inked D4  
Inked D6  
Inked D8  
Inked D10  
Inked D12  
Inked D20 (0-9 twice)  
Inked D20 (1-20)

## Gem Dice

Gem D4  
Gem D6  
Gem D8  
Gem D10  
Gem D12  
Gem D20 (0-9 twice)  
Gem D20 (1-20)



# COMBAT CARDS

Citadel Combat Cards are a series of collectable card games and painting guides for a wide range of Citadel Miniatures. Each Combat Card has a full-colour photograph of one of Citadel's world-famous miniatures, painted by an expert miniature painter, plus all the information for a whole range of games you can play with the cards. Each pack comes with rules for the basic game, plus there's a different bonus advanced game in every pack!



Combat Cards 0551 (35 cards per pack. 2 or more players ages 8-adult)

# TROLL GAMES

Games Workshop Troll Games are especially designed for younger players, of ages 7 and up.

Each game also comes with a different Silly Songs Tape to sing along to as you play.

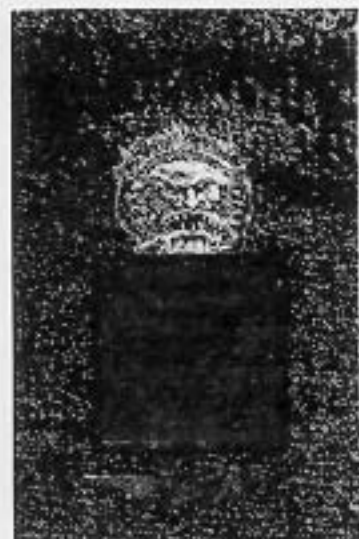
Squelch 0683  
Oi, Dat's my Leg 0681  
Trolls in the Pantry 0684  
Hungry Troll and the Gobbo's 0682





# WARHAMMER FANTASY NOVELS

Warhammer Fantasy Novels are set in the richly detailed Old World that is the background to all of our fantasy games. These carefully plotted and interwoven stories are true to the spirit and atmosphere of their setting and are subtly intermeshed so that the characters in one story often pop up in many others. Anyone who plays our games will recognise many of the places and people mentioned. Of course, even if you don't know anything about the Old World, the stories can still be read as exciting and thrilling adventures in their own right.



## DRACHENFELS

By Jack Yeovil

Drachenfels is the story of Detlef Sierck, the Old World's greatest living playwright. When he decides to stage a play based upon the defeat of the evil sorcerer Drachenfels he doesn't expect that an echo of the power of the long-dead enchanter will make itself heard so loudly.

0501 Deluxe format paperback 256pp



## IGNORANT ARMIES

8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.

Gotrek the Trollslayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann Van Mecklenberg, Baron and swordsman who ventures into the Chaos Wastes with his mentor, Vukotich.

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## BEASTS IN VELVET

By Jack Yeovil

A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chaos? And can the beast's reign of bloody terror be ended before the Empire collapses in flames?

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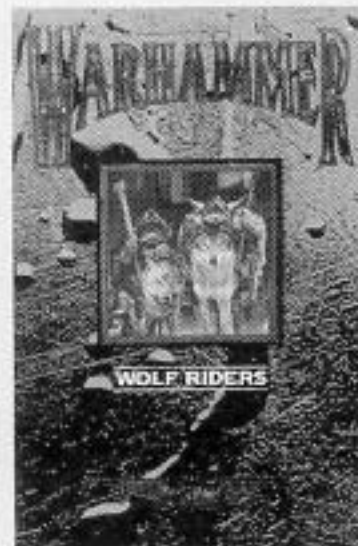


## WOLF RIDERS

8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.

Felix and Gotrek continue their adventures, journeying into the Border Princes. There's a prequel to Drachenfels and a first appearance for Sam Warble – Halfling Investigator on the trail of the Tilean Rat.

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## RED THIRST

A collection of 6 fantasy short stories.

Jack Yeovil teams up Vukotich the Mercenary and Genevieve, the vampire heroine of Drachenfels.

William King tells another of Felix and Gotrek's adventures. And Steve Baxter reveals a second case from the files of Sam Warble.

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## KONRAD

By David Ferring

Konrad's home village is destroyed by a marauding Chaos Warband. He joins forces with a mercenary called Wolf and travels north to Kislev to begin his epic quest for vengeance and the secret of his mysterious past.

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## SHADOWBREED

By David Ferring

In the 2nd book in the Konrad trilogy it becomes more apparent that Konrad is linked to the obscure machinations of the Chaos Powers in ways he cannot understand. Meeting the wizard Litzenreich, Konrad gets drawn into the plots of the Skaven Ratmen and finds himself fighting for his life.

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# WARHAMMER FANTASY NOVELS



## ZARAGOZ

By Brian Craig

The first in a series of linked novels, Zaragoz tells the story of the fate of the Estalian kingdom of that name. The hero and narrator of the story, Orfeo, becomes involved in political intrigue, the mysterious plans of the Chaos Powers, and uncovers a story of corruption and betrayal.

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## PLAGUE DAEMON

By Brian Craig

The second of Orfeo's tales is set in the Border Princes and deals with the desperate struggles between Hermis Detz, a hardened veteran of the border guard, and the plague-bearing forces of Chaos which threaten to engulf and lay waste to his homeland.

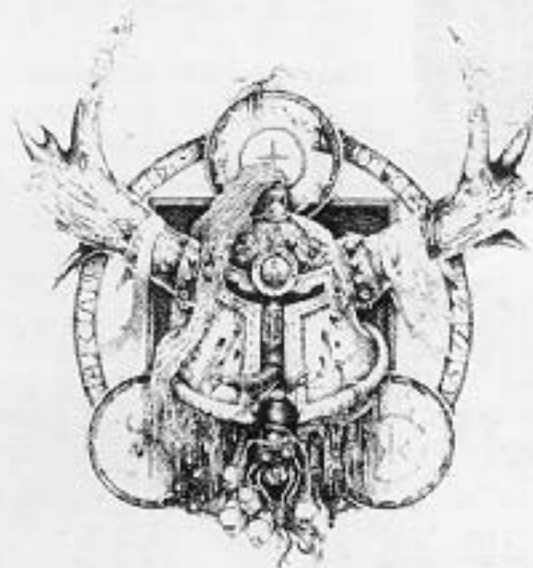
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## STORM WARRIORS

By Brian Craig

The last of Orfeo's tales shifts to Albion and the Isle of Morien. King Herla of Plenydd allows a band of ship-wrecked Elves to settle in his kingdom. Their malevolent nature slowly becomes apparent, and the king and his bard, Trystan, are forced to fight for their very lives.

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# WARHAMMER 40,000 NOVELS

Warhammer 40,000 novels are set in the nightmare future of the 41st millennium. The universe is a hostile place, and the galaxy-spanning Imperium of Man is under constant threat from all directions. There are alien forces that would enslave or destroy mankind if they could. Wars rage over airless planets, in the city-bottoms of hive-worlds and within the Imperium itself. From the dark regions of warp-space, chaotic entities spin webs to ensnare the weak and beguile the innocent. Only the superior psychic mind of the Emperor shields mankind from certain extinction.



## DEATHWING

An anthology of 8 short stories from Ian Watson, William King, Storm Constantine and others.

Deathwing tells of the origins of the Terminator company of the Dark Angels.

Warped Stars is a story of the horrors of Daemonic possession, while The Alien Beast Within tells how Meh'Lindi – the svelte assassin heroine of Inquisitor – first acquires and tests one of her most awesome powers.

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## INQUISITOR

Inquisitor takes us from the purging of the Genestealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and even to the Emperor's throne. Inquisitor Jaq Draco must discover who's behind a plot that threatens the future of the Imperium and humanity itself.

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# DARK FUTURE NOVELS

Warhammer Dark Future novels are set in the near future of an alternate universe. The US of A is in the final throes of the twentieth century. Climatic catastrophe has devastated the land. The economy, civilisation, and even the laws of nature are falling apart. Contrast the fortress city-states of the corporate-owned Policed Zones with the decaying wilderness prowled by the tribalistic gangcunts of the new millennium. North America is a sand-blasted battlefield between the gangcunts and a new breed of legalised killer - the Sanctioned Operative.



## ROUTE 666

9 short stories of the ultimate in cybergoth fiction.

Introducing Kid Zero – the loneliest of lone wolves – and setting the stage for the showdown between Jazzbeaux Bonney and the immortal cult leader Nguyen Seth.

Also includes stories from William King, Neil Jones, Eugene Byrne and Neil McIntosh.

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## GHOST DANCERS

By Brian Craig

Gen-Tech, one of the most powerful corporations, has lost a computer disk. A very valuable disk. And now *everyone* wants it.

It has fallen into the hands of Kid Zero and his companion, Lady Venom, a 6-foot rattlesnake. But the Kid doesn't want money or power. The Kid wants revenge...

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## DEMON DOWNLOAD

By Jack Yeovil

Sister Chantal Juillerat, papal agent extraordinary, faces her greatest challenge. The nubile assassin is up against the powers of darkness – from within his fortress-temple, the immortal Nguyen Seth plots the apocalyptic climax to a conspiracy older than the human race.

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## COMEBACK TOUR

By Jack Yeovil

It's 1998 and Elvis is alive. His musical career behind him, he's now the toughest Op in the south.

But can the King stop the evil madman Nguyen Seth from gaining control of the near-obsolete system of orbital weapons and destroying the earth?

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## KROKODIL TEARS

By Jack Yeovil

Jessamyn Bonney, alias Jazzbeaux, alias Krokodil. Juvenile delinquent, cyborg killer, and now a pawn of an extra-dimensional entity beyond human understanding. A hard person to kill.

But Elder Nguyen Seth, plotting to bring about the Apocalypse, wants Jessamyn dead and is prepared to hire the most ruthless assassins money can buy.

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ISBN: 1 872372 48 1



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